

The Games
machine

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TX026 JANUARY 1990

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 - Atari ST
 - PC
 - CBM 64/128
 - Spectrum
 - Amstrad
 - Nintendo
 - Sega
 - PC Engine
- Over 80 games reviewed!**

FIRST!

DIE HARD

From blockbusting movie to computer games we review Acclaim's 1990 release — hot from the States



EXCLUSIVE!

Into Amiga airspace with



F-29 RETALIATOR

Will Ocean be flying high?

IMAGINATION WORKSHOP ★★★★★

TGM's US supplement interviews the designers of Atari's Lynx hand-held games machine



INTO THE 90s

with a look at the future according to Disneyworld

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DRAKKHEN

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Faces and bodies are transforming.

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Soon, the old world will disappear.

You must prevent the prophecy
before it is fulfilled.

Magic, it is the life of our world.

The Emperor has told you :
If you fail, don't come back !"

INFOGRADES





BATMAN is a shadow
in the darkness,
as elusive as a dream. High above
the teamy streets of GOTHAM,
he is a criminal's nightmare.
The only hope for a
desperate city -
BATMAN.



The Games Machine

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19 REVIEWS

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88 PLAYING TIPS

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Richard Henderson looks at one possible future world for 1588 readers as he visits the massive EPCOT centre at Disneyworld in America.

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Your quarterly eight-page dose of American activity. Writers, designed and researched totally within the USA, this is the definitive guide to overseas action from the biggest computer-owning population in the world. This issue contains an exclusive interview with the designers

of Real's Lynx hard-rod and MORE information and pictures on *Adventurer's Die Hard*.

129 MASTERS OF STRATEGY

Paul Riege grabs the nearest kangaroo and bounds over to Australia to speak to ESO, at the forefront of strategy games for ALL PLATFORMS.

134 THE SEARCH FOR CHRISTMAS SPIRIT

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41 THE PUNISHER

As Christmas approaches, there's little time to get any more presents. But, there's one thing that every gamer/paper can never have too many of: joyrides. The Centre Bytes team take over 20 joyrides and put them through their paces. There's also news of an innovative foot pedal from Europe...

43 I'M HAVING THAT!

Everyone knows how easy and relatively cheap it is to grab and digitise pictures. But do you know what it's even cheaper — and a lot easier — to synthesise your favourite sounds? Whether they're from CD, record, video or live

speech, there's nothing to stop you from saying 'I'm having that!' ... over and over again.

52 PC SOUND CARDS

Don't take the muck out of the PG anymore. Not only has it got some great graphics boards, it also has some better-than-amade sound cards. Turn to page 52 and experience the reality of professional PC sound.

54 READERS' PAGE

Reduced in size to make for the extra reviews this month, Readers' Page is still full of people who need to see their views. And if that leaves you to death, try solving *Mad Croucher's Trivia Quiz*.

NO MERCY-NO SURRENDER

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BAD COMPANY...

You've fallen into Bad Company. In this place there are no good guys, just you, your sidekick and waves upon waves of insectoid enemies who leave just one thing in mind - the total destruction of every turnon they set their nasty little bug eyes on. No quarter is asked and none is given, you know what to do - if it's alien, blast it!

Bad Company is programming legend Steve Bob's latest and greatest masterpiece with scorching of vomiting point perspective cartoons, the latest superfast 3D sprite techniques and featuring:

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- Incomparable waves of sickening insectoid attack

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STAR-BLAZE...

Starblaze is pure solid vector 3D shoot 'em up from the programmers that brought you 16 bit limit. To qualify as a formation warrior in an intergalactic war of unparalleled ferocity, you must prove your prowess by taking on scores of frenzied alien attack waves and live to tell the tale. How will you do it? With quick reactions and the fastest trigger finger on the planet!

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NEWS 'N' PREVIEWS

STUFF THAT HAPPENED — STUFF THAT WILL

'16-Bit games? To you, guy, a fiver'

Hot on the heels of Mastertronic's new budget label, 16 Bits (see the review section for their first game), the Interceptor Group now have Reach 16 to keep the popular 16-Bit budget label. Players, company like 16 Bits, the games are £3.99 and a mixture of re-released and original games.

Headed by the re-master-



game of Eagle's Nest and Joe Blade 1 and 2, there's also Roman combat from Gladiators. Top-line 3-D is German War Machine's platform shoot-out, Atlantis (a Reach One variant) and Hollywood Rider (see and

about that, the latter).

And for budding Robin Cousins, there's even a dress machine program. Drum Studio, for the Amiga that lets you compose drum patterns using 50 sampled sounds. Reach 16 think of everything, don't they?



Ho ho ho, readers. It's me, Santa here. Don't I look lovely this year? I'd be more convincing if I'd had a Yuletide jumper around my waist. And this year's cheaper than *Winter*. But at least I've got a trendy fur-trimmed jacket. Anyway, if you've been to the Commodore Computer Christmas Show, you'll have met me IN-PERSON! Lucky you, eh?

Alternative sweep stake

It had to be done. You it's true, there is to be a Sooty and Sweep game from Welsh background software house, Alternative.

Apparently, the Sooty TV show is the biggest funding show in the world — one had for two glove puppets and a Richard Branson inspired Matthew Corbett and the two lovable rogues will be back on our screens again this autumn with a new series and a popular Christmas Special. Like *Postman Pat*, the game will have two levels of difficulty — for children and parents —, and features an accurate rendition of the catchy TV theme music.

Playing either Sooty, Sweep or both, you must collect all of



Sweep's bones from about the house before Matthew gets back (Sweep's an untidy little rascal, isn't he?). Can the Sooty friends tidy up the shack before the gals back from the loo-see? Or will the yellow and grey cleaners teach the place and the to Australia. You can find out (and even help) for only £2.99 (0-02-5055).

NEW YEAR DELIGHTS THE TOP GAMES WE'RE PLAYING AT THE MOMENT

- 1 **KICK OFF**
(Amiga) all formats
- 2 **NORTH AND SOUTH**
(Infocom) Amiga/AT
- 3 **HARD DRIVIN'**
(Zenon) all formats
- 4 **GHOULS 'N' GHOSTS**
(US Gold) all formats
- 5 **SIM CITY**
(Infocom) Amiga/AT/PC
- 6 **WONDER BOY III: MONSTERLAI**
(Nintendo) SNES/PC Engine
- 7 **POWER DRIFT**
(Activision) all formats
- 8 **BATMAN**
(Demos) all formats
- 9 **TOGBIN'**
(Zenon) all formats
- 10 **BLUE ANGEL 49**
(Boltan) Amiga
(We've seen every body playing number ten, but no one will actually admit to liking it.)

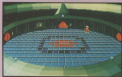
Vaux

There seems to be consensus of a French software invasion this year — and by the look of things recently, it's not a bad thing either. Imported into the UK by The Software Business, Multisys Software's latest release, *Vaux*, is set for release on Amstrad ST and Amiga soon (£24.95).

Multisys Software was formed by two directors of a top French ad agency earlier this year. They immediately recruited recruited programmer Tony Chapuis (of 14-in. Cyberzone fame) for their first game. It's

it'll be interesting to see if Tony can come up with something original and up to the standards of the superb *Cyberzone*.

In true *Elite* style, *Vaux* is described as an interplanetary space trading game. There are six planets to find and explore, each one with its own special environment producing individual products. While planet hopping in a fully automated space cruiser you will encounter other traders and police. Both do not react kindly to hostile activity. Just as well you've 22 weapons to choose from!



Nebulus 2

Claimed by some to be the most original game of 1987, *Nebulus* was certainly one of the most addictive and consistently well-reviewed programs of that year. And now the lovely (courtesy) Pogo is back — and this time he's brought his helicopter.

Even in the development stages, *Nebulus 2* promises the same involving system as seen in the original, plus a flying bonus stage — similar to the submarine one in the first two versions. There's 16 towers of action, states, lockers, moving platforms, doors and ropes. Plus music, much more.

John Phillips, author of the program, is working to collabo-

ration with Internal Eye Systems to release *Nebulus 3* for May 1988. Only passed for the Amiga and Amstrad ST at the moment, although you can't see why it shouldn't be as successful as the *Hypertron*, *Amstrad* and *Commodore* (4). Come on, however, don't ignore the market which supported you for all those years!

Starflight

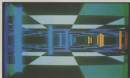
Previously only seen on the IBM PC, *Starflight*, the galactic space trading game, is set to appear on the Amiga, Amstrad (£24.95) and VGA (£14.95) this July before the end of the year. Described by Electronic Arts as a fantasy role-playing game, you can be assured that it's a lot more exciting than it sounds.

The galaxy within which you

At the helm of an interstellar spaceship, you must control via hand-picked drive and with the help of your onboard Starmap navigation system, command the ship through the galaxy in search of rare planets.

Each planet colonised will give you intergalactic recognition, as well as extra attributes; minerals, the secrets of alien races, and ultimately money.

Despite the high accuracy of your ship, you are advised that



will consist of 276 star systems and 800 planets. There are an amazing 1.6 million up-to-date locations on each planet, and another 1.5 million within the galaxy as a whole — it's a BIG game.

It is better to communicate with your fellow man than immediately blow him apart. Only you can tip the balance between global war and of colonization.

Herakles

Adventure, adventure, don'ts just love 'em both. Let's hope so, for the number of type 'n' texts available for 16-bit computers has been increasing at a hell of a rate recently — and we're not just talking about US imports. One British company dedicated to producing top-quality 16-bit adventures is Golem. Using the well-tried and tested formula of writing the adventures in a



mythical world Mount Ores — filled with gold. Treasure hunters spend a whole year to reach the island, but the island is not a treasure. When treasure is found, it is taken from the island and the island is left empty.

At Ores, you can explore your land in search of 12 pieces of a hidden treasure. When treasure is found, it is taken from the island and the island is left empty.

Mount Ores will be available in January on Amiga, PC and Atari ST at \$24.95.

Highway Patrol II



Highway Patrol II is a contender for the year's best driving game. It's a sequel to the first game, which was a hit in North America. The game is a sequel to the first game, which was a hit in North America. The game is a sequel to the first game, which was a hit in North America.

This latest release is a sequel to the first game, which was a hit in North America. The game is a sequel to the first game, which was a hit in North America. The game is a sequel to the first game, which was a hit in North America.

Jumping Jack Son

Jumping Jack Son is a sequel to the first game, which was a hit in North America. The game is a sequel to the first game, which was a hit in North America. The game is a sequel to the first game, which was a hit in North America.

Cyberball

An software company has taken on their challenge over the past year. Cyberball is now a game who can hold its

own to support an enemy computer as possible. It's available on Amiga, Atari ST and

Macintosh. The challenge was then to build a most aggressive and efficient robot possible. That time is now and it is only the best robot that can win the game. Choosing the right team can be a very hard



level high in the knowledge that they've improved the quality of their product. And they're not wrong on their heads for next year's game.

The game is a sequel to the first game, which was a hit in North America. The game is a sequel to the first game, which was a hit in North America. The game is a sequel to the first game, which was a hit in North America.

To be available in January is Cyberball — a futuristic American football game. And continuing Cyberball's path

to the future.

Let us in the future — the new thousand and invention — Cyberball is a sequel to the first game, which was a hit in North America. The game is a sequel to the first game, which was a hit in North America. The game is a sequel to the first game, which was a hit in North America.

Even since 1978 there have been cyberball players on the field — it was just two years ago that Cyberball put out the first all-time low-up and

the choice between life and death — for the robot, that is.

All this player progression has not passed the 1971. In 1971, a few new rules have been implemented since the TV Super Official in 1971. The ball is made up of 360 pounds of steel and highly explosive material, and measures a whopping three feet in diameter. But the players have grown to about 25 feet tall and eight feet wide — costing about \$1,200,000.

What will Michael Ores have to say about all this?



DIE HARD

Activities

Suitable for this seasonal issue, *Die Hard*, like the film it portays, is set at the Nakatomi Corporation's Christmas party, high in that skyscraper headquarters. The staff are all enjoying themselves when the party takes a dramatic turn for the worst. Armed terrorists storm the building and take control, sealing it off from the outside world. The partygoers are now trapped and in danger.

However, the terrorists aren't quite what they seem. Masterminded by Hans Gruber, their intention is to break into the main vault and steal the \$600 million in negotiable bonds inside it. But it won't be that easy: John McClane, an off-duty cop played by Bruce Willis in the movie, is loose somewhere in the building. His wife is amongst those being held and he'll stop at nothing to free the hostages.

As the game begins, McClane is standing in a 32nd floor ballroom and has to reach the 40th where the hostages and vaults are located. He has 20 minutes before the main vault is breached, giving the terrorists the bonus and making the hostages expendable.

The McClane sprite is viewed from behind, rooms and corridors sprawling out in flat 3-D as extensive keyboard or joystick controls guide him. He can rotate through 90 or 180 degrees, sidestep and walk forwards or backwards, and so these manoeuvres don't result in McClane becoming lost, a map of the floor can be called up by using a special wall panel. Progress is sometimes hindered by security systems but they're easily dismantled using the manual's codes.

Colour or not, McClane will meet a terrorist, at which point he has two courses of action — flee if you dislike saving enemy lives. As a tough cop, he's skilled at unarmed combat so can attack with a forward kick, punch or roundhouse kick, while conserving his own health by ducking, blocking or forward-rolling out of a tight situation. When the terrorist is armed it's wiser to use the handgun, which still allows evasive tactics.

A killed terrorist can be searched for items that often prove to be useful later. Briefing case, First Aid kit, walkie-talkie and a screwdriver are just some of them, but, as ammo is limited, replacement guns are most useful. Ten items can be carried whilst two others are used, shown in boxes at the bottom of screen.

Other displays show McClane's health-level, time elapsed, outer vaults breached and, if the walkie-talkie's been found, messages from the terrorists. But just because he knows what they're up to doesn't make his mission easy.

Many games have been around since the beginning of the games industry but none have been quite so effective as *Die Hard*. Although a significant proportion of its appeal lies in its clever graphics (see PC



lot), the 3-D environment has been designed with much thought and controls allow you to explore unhindered.

Just exploring an office complex, however well created, would soon become tiresome but *Die Hard*'s action sequences prevent that. Simply shooting someone is a task itself, tracking a constantly moving terrorist with a cursor while dodging his attacks being far from the brainless gameplay of most shoot-out games. And even without firearms there's plenty of activity, offensive and defensive unarmed moves leading to be carefully combined to knock-out an opponent at minimal loss to personal health.

All these things would be great in themselves but when they're combined with the discovery and use of objects, adventures, style, and digitised skills from the film to enhance already high presentation, you're looking at a very professional, playable product. Gameplay is surprisingly deep considering *Die Hard* is an action game and completing it is a major challenge, especially under a time limit — if you survive long enough, you'll find 30 minutes pass very quickly.



machine

STAR
PLAYER

For both a compelling action-based arcade adventure and a great, representative movie licence look no further than *Die Hard*. **WL**

CD-ROM

PC
86%

Loading begins with digitised pictures which, like those that appear in the game itself, are a touch on the grainy side. But not the same sort. The McClane sprite appears to be digitised, too, looking remarkably like Bruce Willis. His animation is excellent, highly realistic in the main but a little spoiled by few frames on some moves, and when turning his strange leg movements make him appear drunk! Terrorists aren't quite so well done but are recognisable from the movie. The 3-D movement of corridors is very well done. Even on a slow PC it's smooth, reasonably fast and quite believable. On a faster machine it's very impressive and makes the game smoother to play and realistic to look at. Sound is an inimitable gunshot, minimisimistic music and harsh effects, and keyboard control is cumbersome. *Die Hard*'s only real failing, though, is its excessive and needless loading but when the game's this good it's well worth being patient.

OTHER FORMATS

Commodore 64 (CD-ROM, disk only) in January, at which time the PC version will be readily available in the UK.

You are Captain Kirk!

You are Captain Kirk, the Enterprise is yours and your mission is to drop off three intergalactic ambassadors on a safe planet, without starting a war.

You can interact freely with your crew - Spock, Scotty and the usual team are there, but you are pitted against the notorious oppression of Khan and the Klingons, and you have to escape from the deadly B-11a Zone.

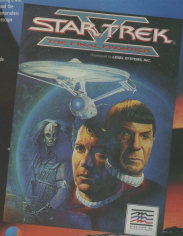
The revolutionary graphics create the most realistic game ever.

The play of Star Trek II changes the role of the challenge at hand. The strategy and action is your responsibility. Not only do you have to deal with outside forces, but all is not well within the Starship. Just how good a Captain are you?

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ATARI ST, IBM AMIGA, IBM PC.



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**ONLY GAMES DESTINED
FOR THE HALL OF FAME!!**



Some data for video games.

Snow White and the



On 30 May, 1967, the builders moved in to begin construction on the 27,432 acres of land that had been designated the **Ready Creek Improvement District** (created by the United States government of Central Florida).

The **Ready Creek Improvement District** was eventually to become one of the most impressive, if unorthodox, New Towns anywhere in the world. A new town which would introduce many innovations in the fields of transportation, architecture and construction, energy generation and conservation, agriculture, and communications. A new town which would receive countless demands, and be visited by over 25 million visitors every year.

Why haven't you heard of it? Well, you probably have.

The **Ready Creek Improvement District** is more popularly known as **Walt Disney World**.

After **Walt Disney** opened California's **Disneyland** in 1955, he began to plan another project. **Disney World**, if people could spend a day at **Disneyland**, he reasoned, why shouldn't they be able to stay for a few days? Or a week?

Disney managed to acquire 27,432 acres of Central Florida — an area roughly the size of Paris — before word finally leaked out in late 1963 and land prices skyrocketed. **Disney World** was designed as a complete holiday resort, similar to **Disneyland**, it has the magic Kingdom theme park, but the first phase of the project also had hotels, campgrounds, golf courses, tennis, water sports, beaches and shopping. However, **Walt Disney's** most ambitious plans for his Florida property revolved around **EPICOT** — the Experimental Prototype Community Of Tomorrow.

EPICOT was supposed to be an actual city with full-time residents and facilities common to any city: education, public transport, housing and so on. The major purposes of **EPICOT**, however, was to find solutions to the problems facing the cities of the world. It was to act as an urban laboratory where new technology could be tested before being introduced on a large scale.

Man with a vision

Walt Disney died in 1966, and the **EPICOT** that is now included within **Walt Disney World** is not the **EPICOT** that he envisaged. However, the entire 32 square miles of **Walt Disney World** carries pretty close to what he had intended. It is a community of roughly 25,000 residents. The only difference between **Disney World** and **Walt's** original plan for **EPICOT** is that the residents only stay for a few days.

When you walk around **Disney World**, you are actually on the first floor. Most of the built-up areas are placed on top of a network of utility conduits — utilities — that criss-cross their way under the theme parks, carrying vital services such as electricity, telephone lines. **Disney World** has its own telephone system, the first in the US to be installed using only fibre-optic cabling, and water. They also provide a means for staff to get around without disturbing the theme atmosphere above ground.

The parks also carry garbage away from the guest areas. There are no tin cans in **Disney World**. Litter is collected from ground level and dumped into special incinerators

be fired along the underground pipes to **Disney World's** sewage disposal plant. The rubbish is then compacted into briquets and transported to a landfill site. All maintenance of the services is carried out underground, away from the sight of visitors. It also means that there's never any roadworks to close the streets and disrupt the traffic.

Green from the start

Right from the start, **Disney World** was planned with a view to preserving the environment. The swamp-land which **Disney World** is built on is a haven for wildlife, and a sizeable proportion of the land has been set aside as a conservation area, and will never be built on. **Development** is designed around existing features of the landscape — a particularly old tree will be built around, instead of felled.

Many drainage canals are needed because of Florida's high water table, but instead of cutting through the landscape in straight lines, as is common in Florida, the canals in **Disney World** follow natural contours, making through the swamp just like natural rivers.

Disney has found a unique solution to the problem of sewage processing — flowers. The nearly staff is pumped to **Disney World's** Waste Water Treatment Plant, where it is sprayed into ponds. On the surface of these ponds grow water hyacinths. These plants used to be thought of as nothing but pests, as they multiply at a terrific rate and get caught in boat propellers. One day, though, someone discovered that the water hyacinth acts as a form of water filter, taking in impurities through its roots and releasing oxygen into the water. Water hyacinths actually filter up to 90% of sewage and remove over 90% of impurities from the water.

The entire process depends only on the sun to provide its energy, and since the hyacinth reproduces so quickly, the filtration system creates its own inexhaustible supply of new filters. When the plants have taken in as much sewage as they can, they are removed from the ponds and used for compost, animal food, and the production of methane gas. So one day you may be able to heat your house in...



Over 30 million passengers have been carried on Disney People Movers, with not one injury caused by system performance.

Pictures: © 1989, The Walt Disney Co.

e 30,000 dwarfs

by Richard Henderson

in storage.

The remaining water, though greatly cleaned up, is still unfit to be recycled for drinking, but it's not wasted. The water is recycled over the Five Flare. The 144-acre site produces trees and plants for use in the landscaping of Disney World attractions. The trees remove gradually all of the remaining impurities from the water before returning it to the water table. Makes you wonder why we insist on dumping our crap into the sea, to have it washed up on our beaches a few days later...

Achieving the impossible

Disney World seems to have achieved the impossible — they have developed a public transportation that is practical (and even fun) to travel on. The forms of transportation are many, ranging from submarine (Disney World has the fifth largest submarine fleet in the world) to spaceship, but the most innovative forms of transport are slightly more functional. The most widely used of Disney World's transportation systems is the monorail. Disney's monorail system has carried more than 100 million passengers since the World opened its gates to the outer world in 1971. An average of 50,000 passengers per day visit the system, which uses only a quarter of the power of cars and has a 99% reliability. Of the amazing EPICOT project, Dick Ruess, President of Walt Disney Attractions, says: "Walt Disney would be thrilled by this project which helps to take us closer than Walt Disney World could become an Experimental Prototype Community Of Tomorrow by demonstrating the advances made available to the cities of the future like the monorail system."

The city of Miami has already introduced a monorail system in its city center, which whisks travelers around far above the traffic below, and is a good deal more pleasant than being immured by death under the hot Florida sun in screaming traffic.

Another Disney-designed innovation which has been adopted for use in the outside world is the 800-Deney PeopleMover (WED, an acronym for Walter Elias Disney, is the company which develops new

technology for the Disney parks. This driverless, pollution-free transportation system is quietly described by Disney as a "horizontal elevator".

The PeopleMover is powered by linear induction motors embedded in the track which the vehicle travels along. These motors generate a magnetic field which propels the cars along. As with the monorail, energy efficiency is high. The PeopleMover is only applied to an induction motor about a car is directly over it.

A Disney PeopleMover system was introduced in Houston International Airport in 1969, where it has since operated 22 hours a day, 300 days a year with virtually 100% reliability. Over 30 million passengers have been carried on Disney PeopleMovers, with not one injury caused by system performance.

Even though Disney World has an excellent road system which puts our motorways to shame, visitors are encouraged to park their cars and use Disney's mass transit systems. All corners of Disney World are connected by a carefully-controlled network of monorails, buses and watercraft. The fact that most people do leave their cars says a lot for the way the transportation network is managed.

Whenever possible, pollution-free vehicles are used.

PeopleMovers and

Monorails use electricity

instead of petrol, and

a large proportion of

Disney World's ser-

vice and utility vehi-

cles run on electric

motors. Also, as

part of an

experimental project,

a number of buses

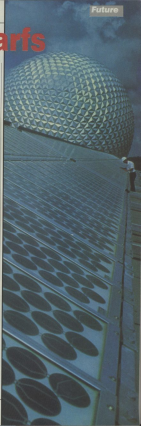
have been converted to

electricity. Research into

electrical transport is very important for the United States at the moment. Southern California is to ban all petrol-burning engines within 20 years, so alternatives must be found, or the population may have to camp around in Cds in the not-too-distant future.

Power to the people

Energy conservation is surely to be very important in any city of the future, and Disney World is very geared up to this idea. The Walt Disney World Administration Building is entirely heated and cooled by solar energy, and the





colony might be supported.

More down to earth projects include research into pest control using natural pesticides and intercropping, a technique involving the placing of pest-repelling plants alongside or even within the main crop. A Plant Biotech Lab was opened in 1988 which aims to develop techniques which will improve crop yields, make crops resistant to drought, and improve nutritional value, flavor, appearance and shelf life. And most strangely, a type of bean which can be used to produce petrol.

Another crop being grown on the Land is fish! Scientists are studying the effects of overhead lighting on fish. In some cases, the growth process is dramatically accelerated.

None of the crops grown in the Land are wasted. Ripe fruit produce is used in Disney World's many dozens of restaurants, where the choice of dining ranges from a highly exclusive, six-course candle-dinner in a restaurant with only 10 tables, to fast casual, nutritious (and delicious) fast food. Fish from the Living Seas Pavilion is used in the same way.

Planning for the future

The World Key information Service exists for those who are used by the sheer size of Disneyworld. It offers help and advice to visitors by means of an interactive videodisk system which is accessed via a touch screen. Your WorldKey host — a glowing, animated square called Flo — assists you in English, Spanish, French and German, and with the help of recorded commentary and video clips. Restaurant

Disney World is working to improve the rest of the world, and you can help! The place is full of demonstrations of new technology, and feedback from visitors is highly valued. Touch screens are employed again as a means of collecting visitors' opinions on such subjects as education, energy and the environment. The results of these electronic questionnaires are monitored by many agencies, including the US Government. How much weight they place on the results is unclear, but since 50,000 visitors is considered a quiet day at Disney World, they must be hard to ignore.

The EPICOT is a similar application of this idea. Participants in the poll sit in a theatre, where they are asked questions on a given topic which they answer by means of a row of buttons on the seat armrests. The audience response can instantly be gauged from the results displayed on a large screen at the front of the theatre. The questions will be the same each day for a month, and the final results are widely published.

predictions can also be made, by talking to an actual human person via a videophone facility.

A visit to Disney World is the best form of education. You're so busy having fun that you don't realize how much you're learning. Behind the scenes there's a serious purpose — Disney is trying to find ways to make life not just better, but perhaps even possible in the future. Before he died, Walt Disney said: "There's enough land here to hold all the rivers and plains as could possibly imagine... but yet they haven't run out of land or ideas."

Many thanks to the staff of Walt Disney World for their help in the researching of this article.

Restaurant reservations can be made by talking to an actual human person via a videophone facility.

University of Energy pavilion (an attraction which presents the history of current energy sources and examines alternatives for the future) has an array of 80,000 solar cells on its roof. This is the largest privately-funded solar installation in the world, and the power it generates is used to drive the travelling 'fleets' which transport guests around the inside of the building.

Disney World's Central Energy Plant produces the power for the 40-square-mile property. Waste from the generators is used to produce hot and chilled water by means of absorption chillers. Also in operation is an experimental Fuel Cell Power Plant. Planning on natural gas, the fuel cell produces less than a tenth the pollution of the most efficient conventional fossil fuel power plant, and converts it into usable energy. The fuel's energy is 40% more efficient, compared with the usually 30% most generators can manage.

Some of the gas for the fuel cell comes from the sewage plant. Harvested waste hydrocarbons are fed into a gas-to-liquid conversion device called an anaerobic digester. The hydrocarbons are broken down by bacteria which produce methane gas.

As well as using energy more efficiently, less energy is wasted in everyday usage. The Disney World central computer runs an Energy Management and Control System program which automatically shuts off all unnecessary lighting and air conditioning throughout Disney World.

The Land Pavilion is one of Disney World's largest attractions, and is dedicated to exploring new and more efficient agricultural methods, an area of major concern in the world today, especially in developing countries. It is the world's largest display of food and fibre crops under one roof.

Disney scientists are currently working with NASA, testing new ways to sustain life in space. Visitors can see crops such as lettuce being grown under zero gravity in revolving drums, without any soil. Another project is engaged in synthesizing a future soil resistant to research ways in which a lunar



BEVERLY HILLS

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Cop

BEVERLY HILLS



Look out, Beverly Hills.
Here comes Axel Foley!

The hero of "Beverly Hills Cop" and "Beverly Hills Cop II" is back in Beverly Hills - and this time he's working on a case that's a real stumper! He's going to stop the crime of the year, unless an army of trigger-happy gunmen stop him first!

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bombs and submachine guns.
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to make your mark, and up and
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ATARI ST £39.99
AMIGA £34.99

The Gamer machine

TOP SCORE

30 ■ F-29 RETALIATOR

Coastal came up with the goods yet again. Be a scourge of the skies in an F-29 or F-32, flying over five scenarios in any one of many missions. Combining the realism of Falcon with the depth of F-15 Combat Pilot, F-29 adds class of its own to both one of the best flight simulators yet.



26 ■ SIM CITY

Ever driven around Milton Keynes or Telford and wished the town planner had been deployed at birth? Now you can get your own back by subjugating computer people to your horrendous designs as you strive to become a popular mayor. A compelling tetragrammic 16-bit strategy game with surprisingly wide appeal.



TOP SCORE

10 ■ DIE HARD

The game of the film of the book has arrived at the way from the States. Check out the EXCLUSIVE stop press review now.

29 ■ RETROGRADE

More planets have been busy invading and now have their eyes on your home planet. To stop them you have to neutralise the alien hunkers which is hidden away underground. Use money to obtain weapons at the local shops. Therefore, yet again provide a innovative and challenging shoot 'em up.

24 ■ SUPER WONDER BOY

In his second adventure the cheeky little shaggy has to defeat the Miku-Dragon at the order of Interdimension. There's loads of coins around to be spent at the neighbourhood coin-a-tellets. Out-and-out fun platform action from Activision.

28 ■ GALAXY FORCE II

Like Afterburner, it's equal to the original Galaxy Force coin-op which appeared in the arcades but which bore little differences. Still, who's complaining when Activision have managed to recreate the speedy 3-D shoot-'em-up to 16-bits with commendable accuracy.

22 ■ GHOULS 'N' GHOSTS

Marty is a noteworthy model has passed since Arthur the knight's first cabin-rearing jaunt but knows the faces a journey lighter, better and tougher than ever before. Monsters are more varied and unusual, and platform networks are more complex. However, the gameplay is just as fun and addictive as it ever was.

25 ■ HARD DRIVIN'

This long-awaited third racer isn't quite a first by computer. It's more than the usual high-speed chase though, as tracks are littered with all manner stunt race ramps, including the famous loop. Hold onto your hats, physics and giggles as you experience the stomach-churning journey of a lifetime.

35 ■ GHOSTBUSTERS II

Who ya... I said... Heen, the old Ghostbusters quotes are difficult to avoid. And in the game of the sitcom, many of the sprites are, too, as you swing down a hole, past the Statue of Liberty and attempt to trap a 17th Century power-creased necromancer! But it's all done in the best possible Star-Playing taste.

20 ■ NINJA WARRIORS

As with the highly playable shoot 'em up Silverware, The Sales Curve have produced an amazingly accurate conversion of the coin-op. — Amazing graphics identical to the arcade original. A Ninja mini stays similar mechanical martial arts mania in brilliant shoot-'em-up fashion.

80+ GAMES REVIEWED

IT'S A SCORECARD TWO MONTHS WITH SUCH AN INCREASE IN GAMES REVIEWS THE REVIEW SECTION HAS HAD TO BE SPLIT INTO TWO SECTIONS. PART ONE STARTS OVERLAY AND INCLUDES THE MAIN RELEASES OF THE MONTH, WHILE PART TWO COMMENCES ON PAGE 77, AND INCLUDES SHORTER REVIEWS OF COMPACT GAMES AND MINOR COMPUTER RELEASES. WE'VE ALSO HAD TO ADD A FEW REVIEWS ON BLACK AND WHITE PAGES, JUST TO GET THEM IN AT ALL. NATIONAL COLOUR SERVICES WILL COMMENCE NEXT MONTH, WHEN WE'LL BE A LOT BETTER PREPARED FOR THE REVIEW OVERLOAD. — ESPECIALLY PC AND CONSOLE GAMES — IS TO INCREASE FROM NEXT MONTH, AS SOME NOT TO MISS OUT ON IT.

GAMES REVIEWED

ARCADIA	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
Afterburner	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

F-29 RETALIATOR

Ocean

The Advanced Tactical Fighter is soon to be decided by a competition between Lockheed and Northrop prototypes. Ocean has taken the Lockheed F-29, which has yet to fly (but the real future of aircraft lies with fly-wheel swept wings and the Courtesan F-35, whose "impossible wing" were patented too late for the ATF design but soon enough for Ocean to incorporate into this simulator.

Now jump forward a couple of decades into the early 21st century, when both planes are in service. For reasons which are obscure, the world has plunged into World War III. As yet no-one's gone nuclear, and the skill of conventional forces in containing the conflict to prevent dissuade is crucial.

Retaliator begins with you enrolling as an Air Force pilot of any of five ranks (1st Lieutenant up to Colonel). Once cleared for pilot status by a security routine, your military career can begin by selecting as F-29 or F-35, the craft you must stick with under your selected identity. You can then go direct into war with the arcade-style Zulu

Alert, starting in mid-air with unlimited weapons, or pick a scenario.

Thankfully you don't need to be a genius to fly the planes. Three console monitors provide all the data you need to perform your mission, selecting through the displays brings up an amazing array of radars, indicators and moving maps. External views are also available for you to admire yourself from, as is a view from a satellite. Countermeasures (flares, chaff, jammer), plus chaff and flares (to detect enemy missiles).

The American Test Range is your best bet if you want to get the feel of your new

environment. Various randomly-generated targets and drones are scattered throughout the 1000-mile radius making up the Range. Tanks, trucks, bridges, industrial plants, command centers, airbases, SAM sites and more provide target fodder for ground attacks while drone MQ-29 Predator (patience patrols around the Range skies, eager for an air-to-air to take them out.

There are five types of air-to-air missile to choose from, and four types of air-to-surface missile, all highly advanced and "smart" with a "load" up with whatever weapon you want and use them to the full on the test range. In the warzones you may well experience weapon shortages, so this may be the best chance you get to play around with AGM-104 Cruise Missiles, Back-Blinders, Conventional Stand Off Weapons and the rest.

In the 21st Century the future of air power will be a mixture of superlative fighter agility and stealth tactics which is where the ATF lies right in. Shut down all the radars and the aircraft enters Stealth mode, vital for passing through defence zones peppered full of surface-to-air missiles (SAMs) and heavy radar coverage. For high speed, high level flights look to the Supercruise to thrust up to 1000. For true evasive the ten modes are as important as the standard joystick buttons.

To enter a mission select the theatre of conflict from the main option screen. The three theatres are all hot spots for the US in the next 20 years and you're in the thick of it. Choose from the Middle East (where



machine

TOP
SCORE



defending the New Jersey shore all out attack, or even taking on an Aircraft Carrier).

Ocean have always been known for their fun, arcade-style games, but haven't come with a proper flight sim, until now. And what is easy to start? True, it has got an arcade option, where engines, landing, radar etc can be forgotten about in favour of out-and-out fun combat but even that is, at a higher quality than most first-person flying games.

Although you can spend many hours on the arcade option, and achieving top graphics on the Test Range, F-29's depth and realism can only be appreciated by tackling missions. Those in the Pacific are quite straightforward and gradually ease you into the more difficult and complex missions of the Middle East. F-29 then becomes a lot more challenging and it will be a long time before you're experienced enough to tackle the fronts of Central Europe — but it'll be satisfying when you are.

First class presentation (aided by a highly informative manual), realistic aircraft responses, four completely different war-zones, countless missions and many, many screens all add up to make F-29 Freedom a fantastic product. It puts all other home computer flight simulators to shame and should be enjoyed by strategy fans, arcade players and sim enthusiasts alike.

RM



CD-ROM
96%

£24.99

Graphics are beautifully detailed, fast-moving polygons thoughtfully coloured to form realistic vehicles and intensely varied ground detail, the sandy beaches and shadows of the Pacific islands being particularly attractive and authentic. This and the smooth, fast 3-D effect make F-29 the best-looking flight sim around. The soundtrack is a great rock piece plus some amusing sampled effects, from gunshots to the groan of the pilot during high-G turns!

OTHER FORMATS

Only the ST is planned at present, and that for release in the New Year.

VERSION UPDATES

STAR 57+ AMSTRAD CPC

Power Drift

ACTIVISION £19.99/\$29.95 £14.99

Commodore 64 80%, Amiga 80% — 7/10/91

Although it has the high presentation and colourful arcade look of the Amiga, the ST uses three colours, less detail and moves slower. Sound effects are subtle and samples are fairly distant, but overall audio is good. The drive portraits on the Amiga selection screen scroll horizontally. They're much larger than on other versions so only five can fit onscreen at once. Unfortunately, the portraits, like the poorly animated cars, jitter and are just about everything in the game, are grainy and very blocky. The music's quite good but effects are just a dull roar and the occasional ping.

Machine update Atari ST 84%

Amiga 40%

BMV1*

PC Finnish Freddy's Dig Top O' Fun

BRIDGEMAN £29.99

Amiga 80% — 7/10/91

Graphics have the same brilliant cartoon look and movement, which like the Amiga lacks animation frames in places. Sound is still as jolly as the Amiga's. PC owners will also have to juggle between full-disk, but with less impressive results. There have been some strange glitches at collection in some places and there's less graphics detail than in the other two versions. On sluggish PCs (less than 6801) even a thing moves very slowly and jerkily, damaging look, feel and playability. Owners of standard Amiga machines should perhaps steer clear of an otherwise fun multi-event, multi-player game.

Machine update Atari ST 88%

PC 88%

PC ENGINE

Altered Beast

DECA/NEC AMUSEMENT £29.95/\$39.95

Amiga 80%, Atari ST 70%, Commodore 64 60% — 7/10/91

No rusty disks, tapes, cartridges or other variants for the PC Engine incarnation of Altered Beast. Only CD-ROM owners can play it, but they're nothing to brag about.

Backgrounds are adequate (if somewhat lacking in colour and detail) but sprites are deformed and often strangely coloured. Animation is weak and there's horrible sprite flicker when there's more than a few creatures onscreen. Worst of all is the disk access which interrupts the game for a number of seconds several times during each level. Sound is very weak considering this is CD-ROM — a rather odd, very tame and a few sound effects that are worse than most Engine samples. Average playability ruined by tortuous timelines. Engine Altered Beast is a big disappointment. For a real comparison, try it on the Mega Mega Drive.

Machine update 60%

friendly nations engage enemy ground forces on two fronts), the Pacific Solomons Islands (a USA colony rich in oil deposits but under threat from enemy naval activity and missions) and The Big One — conventional war in Central Europe. With 5000 tanks and three million soldiers to hand, the enemy isn't going into this half-hearted!

Logically, you can't tackle a mission that hasn't been counted towards the end of the war, so only by completing missions and surviving this air war do more missions come to light (in the form of War Updates). For instance, in the Pacific scenario the first few missions aren't too demanding at all (close a few MiGs, hit a small enemy oil depot, and so on) but with time the war situation changes, new War Updates appear, and ever harder different missions ramp up (ranging from sniping a Super Tanker to





It's been three years since Arthur last lobbed a lance in the classic Ghosts 'n' Goblins, and now he's finally about to make an honored return out of the lady he rescued — Princess Flia. But just when the lovely woman starts going down the aisle up pope a demon and splits her away.

Being the sort of chap he is, Art isn't about to shrug his shoulders and say "next to visit." His penguin suit is suitably resplendent, his armor, and a clutch of lances is promptly pocketed for the upcoming battle. The Goblins, not to say period, adventure begins in a graveyard complete with vultures, ravens, and guillotines. Being careless with these vultures reduces Art to his lower shorts. After a bit of flailing, during which you're invulnerable, another hit sends you back to the last trigger point — usually a long, long way back. This is irritating, but it's part of the game's appeal that Goblins you is learn the wretched attack patterns by heart.

The second part of level one features swirling demons, which can be shot only when they're briefly not rotating, skull-splashing fire, and pig-headed guardians. (Just thank it it's there to face with a fire-breathing monster who has the key to level two.)

To provide some help on your (virtually) impossible quest there are chests which can be opened by firing at them. Sometimes a magician will spring out who, if you don't shoot him first, will turn you into a helpless duck for a few seconds. But if you're lucky you'll find a weapon like mega-armor. Hood down the when you're in the blue armor and a special weapon is activated, such as a snail-like knight to mirror your every move, or a ray which shoots out in three directions. Alternatively there might be a normal weapon to swap for your lance, such as a fast-firing dagger, an ending one or a fiery torch which sets alight the ground where it

lands. These weapons can also be found in sacks carried by the baddies, as well as treasure for bonus points.

Level two takes place in a ruined city complete with bouncing metal skulls, foot-hills, collapsing ground and a fellow on-level monster. The third level has Art whisking upwards on a magical carpet, mixing horizontal and vertical scrolling for a bigger challenge. This is the ruined tower and sloping to rival with enemies will see you crushed against the tool.

The penultimate level takes you to the skeleton caves where the bones of massive creatures make up the scenery, and the resident demons make you feel an uncomfortable as their galls in previous levels. Like vertical scrolling takes you down slippery slopes to a handsome sea monster and much, much more besides.

But the world is saved to last, and the evil red knight's castle is one of the toughest tests around. Lethal cloaks with style at their center, huge bullet-sploding skulls and a seemingly endless supply of winged demons are all out to get you. Clearly this is one massive challenge, but the imagination of Capcom makes it all worthwhile. Unlike so many lesser games, the later levels are virtually new games in their own right, rather than pale replicas of the first level with different graphics.

The original game, converted by Elite, was great, so it's good to see that US Gold have more than lived up to the high standards it set. The sheer playability of the coin-op has been transferred to all the computer versions thanks to top programming house Softlogic Creations, right down to the re-creating duck and boxer short sequences. Ghosts 'n' Goblins is a great platform romp that will appeal to fans of the arcade game and the uninitiated alike.

MD

machine

STAR
PLAYER

£3.99

£24.99 disk

Beautifully detailed sprites and bound-

by title have blend together to create a first class conversion of a very playable coin-op. The only slight snag is that some of the sprites are a little difficult to see at times.

ALREADY AT
90%

£7.99

Graphics and controls are both up to scratch in this first 16-bit version. The sprites are small, but great attention to detail has been paid and rewards close inspection. In fact, TGI has no hesitation in recommending that you go out and buy Ghosts 'n' Goblins now!

ALREADY AT
79%

£3.99

£24.99 disk

The bright, colourful, chunky finished

sprites do their best to entertain, but sadly this is the worst of the versions reviewed. The game is quite playable, but only with a pair of sunglasses.

OTHER FORMATS

CD4 (£3.99) case, (£14.99) disk and Amiga (£24.99) versions should be appearing about now.



SIM CITY



Overseeing the building system, air-traffic, and every bridge of your city, how many times have you said "Traffic exchange for a day and I'll make this wonderful thing work?" Now, with Sim City, take the destiny of the world's greatest cities in hand. To take charge of a new building and growing city. Because built cities and city planners all in dynamic real-time simulation.



Build houses, streets, factories, airports, a stadium, or even a nuclear power plant. Organize what transport, hire police, firemen, garbage collectors, and more.

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SIM CITY

What you should know about the game of the year.



time. Every decision instantly influences the life of your town. In a special mode, you can watch your town's history, from the first day of your town to the last day of the great city of 1988. To view today's problems and how to fix them. It's a new world. Sim City is an all-encompassing game which contains every detail of your town - from the first day, to the last. With it's exceptional depth of play, it's still simple to play with ease and graphics, without too much trouble.



Design and build the city of your dreams. Sim City gives you the tools. The rest is up to you.

MAXIS INC. 1989. All rights reserved. "People playing Sim City are completely absorbed into the world they create, forgetting the time." - THE NEW YORK TIMES. "The magic was sophisticated, yet understandable and just as important, it's fun, too."



INFOGRADES





Superboy follows in Dad's footsteps

SUPER WONDERBOY

Activision

There's a dragon in the swamp in Wonderland, and there's only one cheeky chaplain who can stop him. Tom-Tom, known to his friends as Wonder Boy, is just the bloke for the job.

During your quest, you will meet many allies of the freeloading blues dragon. The manager of bats, anacardias and skeletons is helped out by an assortment of Japanese half-breeds. However, each one can be quickly turned into a shiny coin with a swift slash from your sword.

Coins, of course, should be picked up as they are used for purchasing extra abilities. Enter a shop and a trader will appear, offering magic potions, armour, shields, bombs and whiffniffs.

You'll need all the help you can muster to get past the guardian of each level. On the defeat of each of the 27 monsters, you receive substantial cash remuneration and the prospect of an even tougher fight to come.

Super Wonder Boy is the second game in the Wonder Boy trilogy (versions of the first are already available on PC Engine

and Sega) and Activision have done themselves proud. The spunky-out super-character takes his job seriously which is just as well — freeloading dragons aren't that easy to kill you know.

MC

SPECTRUM 83%

Tom-Tom is just the job on the Spectrum. Although he's simply monochrome, the backgrounds are extremely detailed and highly involving. Probably the best conversion you could expect on the Spectrum, and certainly worth a tenner of any Spectry owner's cash.

ATARI ST 88%

On the ST, Super Wonder Boy is not only playable, but the graphics are the nearest to the arcade machine you're going to get. Sound is also good, with a bouncy tune playing throughout the game. On the ST, Super Wonder Boy is certainly deserving of the Star Player accolade.

OTHER FORMATS
Amiga (£14.99) and Amstrad (£14.99) (and, £14.99) disk versions should be available now.

'It was kinda cigar shaped...'

UFO

subLogic

In UFO you pilot a Zylon 7604 craft, equipped with many propulsion systems and clever devices beyond our ken. The impetus of these is entirely which, on Earth, just pushes the Zylon into the air, but by varying pitch, yaw and power level can make the craft hover and move in any direction.

Steering is accompanied by rotational controls, which enable the Zylon to be pitched, yawed and rolled, and six individually adjustable fins for movement.

The main propulsion system is the gluon drive which enables high-speed travel and rapid changes of direction — perfect for all those impressive manoeuvres to shake out all of captured UFOs. Yet another form of propulsion is the gluon which attracts the Zylon to the nearest large body.

The UFO has two other motion-related systems. The motion neutraliser is, quite simply, a brake, while the sensor reduces motion and drag when in a planet's atmosphere, thus increasing speed and efficiency.

A pop-up menu can be used to select a destination, which, in turn, activates the navigation display. It gives distance from target, the speed at which it's being approached, heading, vertical trajectory, time (actual, elapsed, ETA) and time remaining before target's reached and sound display to guide you onto the correct heading. If all this is too much, a target can transport the Zylon there instantly.

If flying around space and the blasty becomes a little tiresome there are two entertainment options. In Kinetic Trade, the Earth is scored for the rare U-ship usually found in city buildings. (Just?) The energy is detected by the Burrows device and collected using a special beam — absorbs too much and the building will collapse, prompting Earth forces to attack. Should this happen, you can bail back on



CD 71%

On the Commodore the game is coloured, however, the characters and backgrounds are of the Adventures in Legendland variety and severely spoil the presentation of a game which is, in fact, very playable.

the transducer is device which makes the Zylon invisible and a defence shield, but both require a lot of energy.

To be a real mean alien and worry hundreds of innocent people by Earth Craft Chase! The Zylon has to manoeuvre close to an aircraft, generally a commercial aeroplane and engage the pilot to capture it.

Well, we've seen many different simulators in our time but this is the first time we've played a realistically designed inter-planetary race! That certainly doesn't



mean it's a superficial game, however. On the contrary, UFO is a deal more complicated and involved than most simulators but as its such a software lobby it has the appeal of a much more easily accessible game.

Just mastering anti-gravity and rotational controls is almost as challenging as any ordinary flight sim but considering the Zylon's other capabilities, UFO has enough to keep you occupied for many hours. Energy Tracker and Earth Craft Chase are highly interesting divisions that are designed to be fun and succeed.

With SubLogic's scenario data and the sleek possibility of UFO's spacecraft data data in the future, UFO is an intriguing simulator with immediate lasting interest. Horry the human race, buy it or at the very least try it.

EW

129.99

82%

The extensive collection of clips and resolutions that surround the action have a rather rushed and 3-bit look. They could've been a lot neater and much more futuristic-looking. The 3-D graphics depicting the action would've benefited from more attention, too. The UFO itself is white, red, black, blue and yellow, so with it's round, spotted design it looks much like a jovial umbrella. Still, it and the scenery are attractively defined and animated/updated with pleasing smoothness and speed (unless you're got a top-of-the-line PC, but even then gameplay makes up for aesthetic rigors). Sound is cut, of course, and although control response can be highly tedious it's adjustable to suit personal preference.

OTHER FORMATS

Amiga and ST versions to follow in early 1988. Expect them to be very similar to the terrific PC version.



Probably one of the most eagerly-awaited arcade conversions of the year, Hard Drivin', due to its size and sound, is one of those machines that destroys arcade crowds in the arcades. Because of this, it's bound to become one of the top Christmas games. Demarc's computer version has all the features and appeal of its older brother.

Choose either manual or automatic gear box and just wait for the lights to turn green. As you progress down the road, you have five choices: turn right for the Slant track, or continue cruising down the road for a snail trip around the Speed track. Both tracks must be completed within a time limit for you to qualify for the Championship Lap.

The Speed track, as you would imagine, is full of high-speed bends and long straightaways ending in hazards. Come on, although not being a hazard, are the main problem. All have to be taken at an exact, high speed, with any deviation from the norm resulting in you either flying off the top of the corner or falling off the bottom. Further hassle is added by cars and bikes coming around the corner towards you — usually only in view when they hit your foot pedal.

For real professionals, there's the more challenging Slant course. There are three major obstacles here: the Bridge Jump, the Loop, and the put-ty-benching Bend (complete with 3-takes). Take care to read all the signs displaying maximum speeds for obstacles — unless other games, these are PCF tactics.

Both courses will eventually be completed, but not before you've seen the terrific

Replay function a few times — each time you crash! The Replay shows from a third-eye view just where you went wrong, complete with replays.

After qualified for the Championship Lap, you feel yourself up against the Phantom Proton. This guy's just the sort of reliable and consistent driver you could do without. The Phantom Proton never crashes and hardly ever leaves the track — in fact he's enough to make you sick! You, however, are disqualified after ten seconds on the grass or after one little spill. Realize this guy around the Slant track and your racing line, technique and style will be rewarded for use by the Phantom head race. Effectively challenging yourself.

Originally designed as a professional driving simulator, Hard Drivin' is now fast and furious arcade action at its best. This conversion on all formats is top-notch. All speed heads should have a copy of Hard Drivin' in their garage.

MC

139.99

90%

139.99
CIB, 134.99 disk

If you were worried about the speed of the Spectrum version, forget it! This is just the sort of action-packed game you could do with on Christmas Day. As the sprites are monochromatic, who cares, this version is so playable. Binary Design and Demarc have achieved the impossible. They have managed to fit a Ferrari into a Fiesta...

129.99

90%

Hey, you wanted the arcade game, you've got it! Go get this on the ST today. All you need now's the European Turbo Pedal (see page 42).

OTHER FORMATS

C64 (£19.99 case, £13.99 disk), Amstrad £29.99 case, £14.99 disk, Amiga (£19.99), PC (£24.99) and Archimedes versions are all imminent.

Dragon's Lair

WONDER BOY III

Hasbro Soft/Warzone/Sega

He gets around a bit, this Wonder Boy. Likewise, we review his second game on home computers while here we look at his third, in two separate guises: Wonder Boy III — Monster Lair on CD-ROM for the PC Engine and Wonder Boy III — The Dragon's Trap on the 8-bit Sega. Not so important and there's not much of it, but although in the same basic format, gameplay has enough difference to separate the games. **ROBERT H. JARV**

The lair has been previously explored by a legendary man called Moon and his legendary son called Wonder Boy. Wonder Boy and his girlfriend (Wonder Girl, presumably) are out to follow in his first steps. Each level has two sections, the first a familiar run and jump along horizontally, avoiding platforms and drops. Castles, snails, parrots, reptiles and elephants leave behind icons to enhance the capabilities of the hero's living weapons and that gives extra points.

The Monster lair is aside small dragons in the second halves of the 14 levels and again as reptiles, the time facing out-of-patterns of creatures, all of which have a slower tendency to throw projectiles. Again, icons are collected to increase firepower and it's very necessary to do so when you consider the size of the end-of-level monster (a Giga).

Wonder Boy II is quite simply the best, most playable platform game this side of Super Mario Bros. It has a fun, free-flowing



style that urges you to rush along, bounding and leaping, and this feeling is enhanced when you play the brilliant two-player game, which has the amusing feature of being able to stand on each other's head!

The flying shoot-'em-up section has a fast, irresistible pace so that it's almost as playable as the platform section; the two sections combined easily make it one of the

most enjoyable Engine games yet available and the two-player option makes it the best platform game for the console.

THE DRAGON'S TRAP

The Sega Wonder Boy III follows on from Super Wonder Boy and the debut of the lair's dragon, which forms the first part of the game. Adversity makes the same defeat — the dying boss had enough energy to transform Wonder Boy into a lizard-man!

The only way he can turn back to normal is to find the Salamander Cross of legend, hidden by the powerful Vampire Dragon in the distant Monster Lair (yes, the two Wonder Boy II's had to be linked somehow).

As Tom-Tom defeats each end-of-level dragon and gets nearer the Cross he becomes mouse-man, potato-man, lion-man and finally hawk-man. Some of these forms bestow skills abilities such as wall-climbing, swimming and flying.

Pick-up weapons, money, give extra weapons and money. Money can be spent in hospitals, to restore life, or shops, for weapons. The amount of equipment stored is a single dependency on the Boy's current charm; potato- and lion-man have the most initial charm and dragon-man the least but more can be gained by collecting charm-stones.

In contrast to the two previous Wonder Boy games and, indeed, the Engine Monster Lair, The Dragon's Trap has definite arcade adventure elements amongst its familiar jumping and sword-swinging.

With its multiple forms of Tom-Tom, Dragon's Trap does have some treasures to be revealed, if you have the necessary persistence. But why spoil the previous success of the simple jump and hawk formula when the Engine version works so well? That's a mystery too late to resolve but one which leaves Sega owners to decide what they want from Wonder Boy. **W.L.**

CD-ROM
CD-ROM

PC Engine
86%

Although bright and jolly backgrounds they lack detail but scrolling is smooth and, at the end-of-level monster stage, fast. Sprites are excellent, making great use of colour and with a cute cartoon look. Sound effects, produced by the Engine itself, are merely average but the music from the CD is brilliant, a mixture of funny, dramatic and speedy pieces.

CD-ROM

Sega
71%

Wonder Boy III is a very jolly looking game with some nicely shaded backgrounds overlaid with colourful cartoon-like sprites. The Boy himself being particularly well-drawn. Animation is weak on some characters but effective on others and the game only savants on about, Cleopatra's roomers, and then with a jubilee, about a minor one. It's still one of the best looking Sega games around but do you really want to spend 10 quid on it?



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Two's bad company

NINJA WARRIORS

Virgin/The Sales Curve

The year is 1993. Thakker's out and Banger's in. Banger is just the sort of evil dictator Bane can do without. He controls both the army and the criminal underworld. Subsequently, the population's in a bit of a terrible state. However, one man has grown up through the state of the people and is leading a revolt against the evil dictator-ship. The latest young warrior is known to



the people as Mori and under his direction the people are building the ultimate fighting machines, Ninja Warriors.

Two Ninja Warriors must travel the six continents, facing various government forces on their way, to finally meet Banger in an explosive climax.

Choose either red or blue warrior for gals a friend to help and get cracking. The first level places you on the warren city streets. Watch out for the aggressive warabants and enemy forces as they change at you working through, grenade launchers and numerous guns. Level two opponents include dogs, handblack ground spikers and a huge tank.

Although you can take more punishment than mere mortals, the energy bar soon finds itself near the bottom. Each level, and its obligatory guardian, must be overcome before your final confrontation with the evil Banger.

STARS AT 90%
£19.99

Graphically as impressive as the Amiga version, the ST game contains the same rip, mangle and maim fun. Choose all six levels have been completely intense and war, but it will take many hours of slaughter to reach old Banger himself.



The arcade version of Ninja Warriors has five screens. The Sales Curve have done a magnificent job in squashing all the action onto a smaller screen.

MC

AMIGA 90%
£19.99

The graphics are small but very colourful and detailed. The sound is great, with the title tune taken straight from the coin-op. A must-buy for fans of the immortal number machines.

CM 85%
£19.99
CDS, £14.99 disk

Bearing in mind the CM's limited colour and resolution, the graphics are an accurate representation of their arcade selves. Sound is mediocre and does the job.

OTHER FORMATS
Spectrum and Amstrad CPC versions (£19.99 each, £14.99 disk) will be available in early December.



The Forth dimension...

GALAXY FORCE II

Activision

The Forth Empire are sunning not and as a member of the Space Federation you must stop them. But this is nothing to the fact that The Empire are building the strongest fortress of all time, a base from which they will multiply and expand. You must stop them!

Your system. Janos is split into five planets: Vektor, Makdon, Orthen, Ashuter and Junos last. First choose which planet you wish to defend first, then hit the Thrusters and you're off.

Your offensive weaponry consists of a laser gun and an unlimited supply of homing missiles. Each planet offers its climate, so whilst one is a lush green paradise, another is an icy hot hole or a barren wasteland.

Your mission for each planet is the same, battle your way across the surface and then

STARS AT 86%
£24.99

Galaxy Force is a fast and furious blast-em-up on the ST. The graphics are smooth and colourful, and gameplay very involving. However, whilst it contains the best of the coin-op (including the great soundtrack), it lacks the guts provided by the hydraulics.



Keep bustin'!

RETROGRADE

Thalonia

The Thrak system is under attack. Several vile races have already invaded seven of its planets. The eighth and final planet is Ochoon, you're home world, and you're fighting for its existence. Climbing into your armored battle suit, complete with jet pack, you start your life-saving, planet-preserving mission.

To prevent eternal misery you must destroy the alien nerve centres buried deep underground. Obviously, a planetbuster is required! Alone walking on the horizontally scrolling surface of the planet dany thran: a few weak robots to kill them and it's yours. And on the planet surface dany crystals (the local currency). Using your money, prime up your bunker at the local shop and you're in action.

Shops contain a large range of weaponry. The flying weapons section is the largest, with 12 devices available. Weapons can be installed on one of 16 points around you, but there's a limit of nine power points so freedom is limited. Most weapons can be upgraded to higher power levels but earlier planets lack the supplies to let you do this.

There are also five different strengths of powered available from their own items, again restricted to earlier levels. All types of weapons and their upgrades can be sold but you'll only get a fraction of what you paid for them.

With the planetbuster primed an armed bunker has to be found, where the game switches to vertical scrolling. Missions reduced to a pinball, you have to negotiate the platforms and reach the bottom of the bunker to destroy a resident alien.

OTHER FORMATS

Conversions are under consideration but none planned as yet.

Transported to the surface, the process is repeated until all bunkers have been retrained and the alien's control is lost.

Getting to the next planet is far from easy. As you make your way through space a massive creature attacks. In this section of the game you are fixed at the centre of the screen, controls controlling the massive alien around you.

I always thought the first level of a game was supposed to be easy and inviting. Not so with Retrograde! Harder of alien sprites attack from the moment you begin and, other than nearly missing ship visits, it never lets up.

The alien weapons system is much more sophisticated and better designed than in any other game. Having 12 flying weapons at your disposal but with different power levels for them and an amazing 16 firing directions is the most versatile system around. With a limited number of weapons usable at once and financial worries, it requires much thought, too.

Retrograde is one of the toughest and challenging games around, with considerable learning involved. Be a planetbuster and try it soon.

AL

live through the tunnel and destroy the fortress.

As with the arcade version, it's no use zooming through at warp speed, this is a sure way to scrape all the point off your ship and get killed. A speed indicator is thoughtfully provided and its use is recommended. Retrograde is an indicator for shield power and energy level (which can be replenished).

Golden Frame is one of the best hydraulic arcade games around. Using Afterburner, Activision have done a terrific job in transferring speed and playability onto the home computer.

BC

£9.99 coin

EXCELLENCE

78%

The Spectrum version is fast but sadly the chequered patterns on the planet's surface confuse the matter. Sound though is, like the SE, a great rendition of the arcade dance track.

£24.99

EXCELLENCE

78%

Very similar to the SE bright and bold, sprites often vague in the distance but generally well designed. Tunnela approach jerky but with reasonable speed so the illusion of depth is quite effective. The music is weak (for the Amiga) but effects are reasonable.

OTHER FORMATS

The C64 and Amstrad (both £9.99 coin, £14.99 disk) versions should be good for a test, and with you now.



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SHINOBI

For a meesha, a tough ninja warrior on a mission to clear the town from rebel martial arts fanatics. Explore the stunning green landscape and beat the hell out of your opponents. Get ready, too, for the end-of-level guardians.



SILK WORM

It's not just East after months of migration without a single shadow out of a light in the.

we're still under threat. There's no time to press the Mike button as the battle has switched to capture and plans. Now stop shop, setup, make action.



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Comps in Formula one race in Brazil, America, France, Mexico, Germany.

Spain and Japan, Race hard, but watch out for other cars. Climbing can be hard. And do well, the prize for fuel and repairs.



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The aliens have had enough. They're not going to take their technology being blocked on computer screen any more. So they've come down to their hands to blast the painful risk of action-based. <http://www.casualgames.com>. Can you stop them? Hopefully not to do it.



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COMING SOON!



COMING SOON!

DOUBLE DRAGON

For those two-player simultaneous martial arts mayhem, Bill Remko have captured your girlfriend - it's up to you and your brother to save her. Don't fail. Through the town, countryside, mountains and finally into the lair. <http://www.virgin.com>. You can find to stay alive.



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machine

TOP
SCORE



sitting at the evaluation screen as well as the impossibility of the city's problems (traffic, housing, jobs etc). Financial decisions are made on the budget screen which appears annually. Spending on the fire department, police and transit can be set as well as the tax rate. If the latter is too low you won't cover your expenditure; too high and the Sims will start leaving the city. You can also call up a map and graph to track impending problems.

Additional options include save game, undo (its cancel a mistake), and the disaster menu which allows you have fun destroying your city with anything from locusts and earthquakes to a Godzilla-style sea monster!

Rather than build a city from scratch you can tackle one of eight scenarios: Delfville, San Francisco, Hamburg, Bern, Tokyo, Detroit, Boston, or Rio De Janeiro. Delfville is a fictional small town which you must try and build into a metropolis while

the seven real cities each have a particular problem (eg traffic in Detroit, floods in Rio) that must be solved within a certain number of years.

But whichever scenario you choose, Sim City left the sort of game you sit down and play for a few minutes; much thought is needed to decide how to build and run what will hopefully one day be a huge megapolis. The manual is a hefty beast that reads a good read through to understand the flow points of the game. Building tactics have to be tried and tested to find the best combination and this resulted in many late nights for all in the TIGM office (think goodness for the bookworms' sport).

Although not too difficult to get into, Sim City is a complex game that will provide many hours of fun for all building city visionaries.

PS

ON
79%

1188
disk only

Commodore Sim City is quite ugly in appearance, the different zones being the same colour as the scenery with forth outside of black. The map scrolls jerkily and slowly, and the cursor is equally staid. Hopes of state-of-the-art presentation for sound, A great disappointment.

128-06

95%

The easy-to-use icon system and the promise of hours of architectural fun make Sim City a usual buy, even at the slightly higher than usual price.

OTHER FORMATS

A PC (CD-ROM) version will be available very soon with the Atari ST game appearing early in the New Year, priced £29.95.



VERSION UPDATES

Single PC only

Eye of Horus

LOGICWORK GSA (99.99) vass, £14.99 disk
Amiga (CD-ROM) PC (99.99)
Atari ST 10% — TIGM03

Horus is still at it. On the Amiga, Eye Of Horus is virtually identical to the ST game, the graphics are as detailed and well drawn. On the GSA our hawk-headed hero is a spooky little guy who wanders aimlessly around the place. PC scrolling is jerky, but like the other options is very hard to play. If you are an arsehole strategy fan take a look, bastards probably won't like it very much.

Machine update: Amiga 70%

GSA 88%, PC 60%



COMMODORE

Strider

US GOLD £24.99 vass, £14.99 disk
Amstrad CPC 80%, Amiga 60%, Atari ST 50% — TIGM03

After the excellent 16-bit version, you'd expect more than this disappointing offering. The graphics are sharp (Horus is a distant second in this genre), character who is still capable of performing his amazing feats. In fact, he needs to, on the GSA, this version is just too bloody difficult to play. What are US Gold playing at?

Machine update: 40%

Atari ST

Ferrari Formula One

ELECTRONIC ARTS £24.99
Amiga 10% — TIGM03, PC 10% — TIGM03

Although basically similar to the original Amiga version, ST Formula One is too little, too late. When comparing this against such veterans as Test Drive II and the Cycles, Electronic Arts' team is really left in the pits hiding with their arse covered.

Machine update: 60%

COMMODORE Amiga

Dragon Spirit

COMBARK/TECHN GSA (99.99) vass, £14.99 disk, Amiga (£15.99)
Speedy 10%, Amstrad CPC 10% — TIGM03, Atari ST 10% — TIGM03

The Amiga game is as colourful and tough to play as the ST version, though sadly the nasty screen glitch when our hero moves from side to side is still there. Don't bother with the GSA game, it is also garish, the sprites are small, 8-bit and look nothing like the characters they are meant to depict.

Machine update: Amiga 6-6%

Commodore 64 30%

A tube full of smarties

TOOBIN'

Comtek

Roads these days are pretty congested. As video languages, MSX and Amiga realize the roadster transport available comes in the shape of a car type robotette. There's a party going on, so jump on your tubes and get down there. Well, it's not quite as simple as that for our two partygoers. Road parties are okay, but if you want some real fun you have to travel—and that's where the tube comes in handy. The final parties in the world are always at the end of a river, be it the Amazon, Colorado, Nile, Mississippi. You never know where the partying's at next!

Just like at said parties, the total inhabitants are not too happy with all this merry-making. As you (and a friend if you need the help) bounce on down the river you'll be attacked by all sorts of creatures. By fisherman, punk, swamp monsters and kamikaze penguins, for example. There's also a large range of river predators to prevent your progress: piranhas like snakes and big crocodiles, along with the usual logs and poisonous plants. However, most obstacles can be slaved off with a quick bash on the head from your limited supply of tin canis.

As you slip through the water getting extra cans, you can also pick up balloons for stacks of beer, beach balls and the letters that make up Toobin'. Final masters of the art of toobing can pick up even more points by guiding themselves through bonus gates (shown) at the end down the river stretch. Although, be careful, toobing into the side of gates halves their value.

Unlike the strange arcade game's mode of buttons, computer Toobin' is joystick controlled—but just as challenging. All the alterations of the arcade original have been maintained in Comtek's conversion. Playable, addictive and above all, GREAT FUN!



\$9.99

Comtek

\$74.99 MSX

SCORE
83%

TOOBIN' stands on the Spectrum is quite amazing; five of the arcade tunes have been included to set the mood for a very playable conversion. Graphics are colorful, the only slight niggle being that some of the riverbank animals are a bit indistinguishable from the undergrowth. But, in short, Toobin' on the Spectrum is the best of the three versions here.

GRADE
81%

\$19.99

As with the Amiga and still with great fun, Toobin' is one of the easiest games around. If owners get your ambassadors out.

GRADE
80%

\$19.99

The background graphics are great, and thankfully the problem of seeing (or rather not seeing) your attackers doesn't arise on the Amiga. But the poor quality of the sprites is just not acceptable on the Amiga. Still, it's playable and the frequent targets let it feel and sweetly atmospheric.

OTHER FORMATS

Amstrad CPC and C64 (C64) seen. £14.99 disk versions should be out soon.

Front room bikin'

THE CYCLES

Accolade

Ever fancied having more control in your legs than your car? Or has the nauseous sport of motorcycling put you off because of this possibility? Either way, Accolade have just the game for you. From the programmers of the hit car game, Test Drive II, comes The Cycles—motorbike racing in your own front room.

Choose to either practice, participate in a single race, or compete in a Championship circuit. Set your difficulty level, enter your name and give the amount of laps you can stand to go on. Now on to the garage...

Here you have a choice of 10 bikes (airmail, 250cc (bullet) or 500cc (bullet) machines). Don't weaken your pride and go for a 100cc first go. (Otherwise you could end up tripping limbs with the crowd on the first corner.) Last question is, where to go? Choose from the likes of GB, Japan, Australia, USA, Holland and Austria amongst 15 countries. Now, get into your leathers and onto the back of one of the learning jets still!

The lights turn green and you're off. Difficulty level also chooses whether you have an automatic or manual gearbox. However, one thing's for sure, all the bikes have brakes and you'd better use them pretty soon.

Qualifying is against the clock and decides your place among nine other riders later on. Long, though, and you're stopped right there. When qualified, you enter the big race. No messing around here. It's dog eat dog in the big time, or ride to win, there's no glory for runners-up. Most people in the TQM office prefer other means of transport, but this one has us glued to the PC for hours—which can't be bad. The follow-up to Test Drive II was eagerly-awaited, and that's all good to Test Drive III!

PC
82%

Comtek

The sprites are big and bold. However, detail has not been ignored; the rain slickers are a good example of this, showing slick gear changes and sharp bending. Whether going left, right, up or down (i) on the track, the feeling of motorcycling is always there. Speed is obviously a major consideration, and when the fun says, Bikes recommended, it means it. A fast enough PC with VGA graphics will run all motorcycle and arcade fans.

OTHER FORMATS

C64 and Amiga versions will be available for Christmas, with the Atari ST game following in the New Year, prices TBA.

Gripping, grinding and sliming

GHOSTBUSTERS II

Advertiser

Five years on the *Busters* are down on their last. All four have reported to pretty boring, normal lives. However, things start to change when Dana Barrett (Sigourney Weaver) loses control of her baby Oscar's proton while out walking him. It zooms through the New York streets, passed Marital M. Rosenthal's penthouse, and suddenly stops at a particular spot in the road. The *Ghostbusters* are back in business.

This is where the first section of the three-part computer game begins, with a deep hole slowly dug, leading down to an underground river of slime. The *Ghostbusters* need a sample of it for study so, lowering Slantz (Dan Aykroyd) down, you can use his beam to zap the various monsters that jump out of the walls, trying to obstruct you or grab away at his rope. As you descend, or helps you find bottles for weakened monsters), also bottles (to restore strength), a shield and three paths of the scoop needed to gain the slime sample.

The *Ghostbusters* believe that the no-man's-land responds to human emotion and the lives it fuels by the bad feeling of New York's citizens. The first level is a museum where a painting of ancient, barbaric leader Vego is being restored. His spirit needs a physical form to manifest himself in and Vego has manipulated painter Janus into giving that form — yes, yes, baby Oscar.

The museum is covered in a wall of last time, as the *Busters* take control of a good old American symbol, the Statue of Liberty. The statue of ghost which attack her as she strides toward the museum can be destroyed with flamethrowers from her torch. The torch is sustained with slime which is poured up by the New Yorkers that lead Liberty First but fast and they can't keep up



with you, ignore them and the ghosts will gobble 'em up.

At the museum, an isometric view of the inner chambers is given, and the *Ghostbusters*' grip is adjusted as they stand in the floor — too fast and one of the team can be stunned or die. Tim with beam and two with positive-throat slime guns, they have to rescue the baby and put both Janus and Vego out of action, thus saving New York from the seventh level of hell.

Happily, *Ghostbusters II* is one of the few movie licenses that actually works. But, to get the bad news over with, the final section, which should be climactic, is rather weak and tedious.

By contrast, the first section is immensely fun, spinning and swinging around, blasting a beam in all directions while picking up handy items. Though much less original, the Statue of Liberty attack set-up is almost as good, slime collecting and restricted use of the flamethrower adding a further dimension.

Presentation is high and adds appeal to a game which, despite the museum last section, is quite addictive and succeeds in capturing the atmosphere of the film. You must have already seen *Ghostbusters II* in the movie. The game will do as well — or better.

GRAPHICS
87%

Little to add to the ST line except that considering the Amiga's capabilities, graphics could've used more colour. Some lively samples improve the soundtrack, in terms of both music and effects.

CONTROL
84%

Despite being in shades of yellow and orange, the digitised film pictures are quite good, as is the three furs. In-game graphics make good use of Mode two, colours liberally used and blackness kept down to a minimum. Overall, it compares quite well with the 16-bit versions visually, although scotching on the Jerry side. Sound effects are harsh and noisy but adequate for the Amstrad.

OTHER FORMATS
C64 and Spectrum (Amstrad prices available as you read this).

ATMOSPHERE
87%

In the opening sequence, the ghost of the films' logos struts out from a stormy New York nighttime sky to take his place in the game's title. One a great rendition of the American Express music. Digitised stills from the film and occasional movie samples accompany the text of the plot. Section one has a good *Ghostbuster* quote whose small face is still recognisable (even when grinning with pain) as Slantz (Dan Aykroyd) and the various scenarios all look suitably scary. The parallel scrolling of section two is okay but the backgrounds look detail and foreground buildings are too colourful, the large Liberty sprite with an appropriately mechanical walk, is the highlight here. The isometric museum interior uses several different shades of grey but has a really grainy look and sprites are differentiated. Inevitably, the game is changing to that of a giant sucking head and a dramatic scene when he emerges from it. Advertisers are who you should call for a great licence and great game for your ST.



Double trouble from little China

DOUBLE DRAGON II THE REVENGE

Virgin

So you've completed Double Dragon and you're satisfied. Hal! Time to get the black belts out again, one of those hoodlums survived your last little martial arts extravaganza. Yes, years later the Black Warriors are back to cause havoc, and have once again kidnapped the latest Marilyn — however, they've killed her this time. If you both fancy

not, you're gonna have to keep some strips safe to be on a par with them.

Watch out for crates etc, those are unlikely weapons but can be lifted and lobbed at all and sundry — though watch out for your partner. The enemy bar dips down at an alarming rate each time you die, so duck and dive.

Get all the weapons you can for each



the battle against them again then put your dash here. However, we won't feel slightest if only one appears — you've had a load few years, we understand.

It's revenge this time, Jimmy (and) Billy hopefully start without any weapons (these guys are nice, aren't they?) so first things first, get some knives, guns and baseball batons. The new members of the Black Warriors have got the hardware, so like it or

end-of-level battle — this guy's a mean mother! Talking of mothers, it's all for Marilyn, remember.

Oriental beat-'em-ups are a bit old hat now, but playable ones are always welcomed on the TQM system — as was DOB. It closely follows the conv-up in not only look but also addictiveness. The gang is tough with plenty of aggressiveness and it falls to overcome before the final showdown on level five. DOB just another injection of life into the dying beat-'em-up genre.

£19.99

ATARI ST
83%

Playable, colourful, detailed and, although not the Amiga, almost second effects and here. Compared to other 16-bit beat-'em-ups, Double Dragon II — The Revenge is a major improvement and competitively priced.

£19.99

AMIGA
83%

In both the 16-bit versions the boys are colourful, neatly drawn chaps who take their baddie-baiting very seriously. Only gripe is the lack of the Amiga's colour palette for background graphics.

£9.99

CMS

£14.99 (MS)

The sprites are monochromatic throughout, which is great as this means accurate collision detection, detailed graphics and fluid movement — who needs colour? Both Jimmy and Billy stride around the screen with a definite swagger in their walk, though they have good reason to be cool with the amount of moves they have up their sleeves.

OTHER FORMATS

Expand the C64 and Amstrad versions any day now priced £9.99 each, £14.99 each.

Can you beat this game?

SNARE

Thalania

Very rich people also tend to be pretty strange men. Andre Thelma was certainly no exception. Well, because in this game, set in the 21st Century, Thelma is more than two years dead. But his deranged mind lives on...

During the last few years he built a futuristic maze — the Snare — constructed from 20 areas of floating platforms and linked by teleports. Wonder still, he put patrolling robot vehicles inside the labyrinth and inserted it with pressure-sensitive pads that trigger various devices. It's also strongly recommended he placed an extremely precious item at the end of the maze — perhaps the deeds to the entire vast estate.



Many people have tried to navigate the entire maze to gain the glimmering prize but all have failed. Nevertheless, the challenge of the Snare remains irresistible to some, their number so great that the game made a new release for popular television.

You have accepted the challenge and are sitting eagerly at the controls of the standard craft used by all competitors. However, your view of the proceedings is the same as that of Snare TV viewers — a plan view of the area surrounding the craft is given, shifting as it turns such that it always appears to be travelling forwards.

The craft can move at different speeds around the angular geometric platforms, turn instantly to the left or right and jump over gaps between platforms. There are a maximum of four local teleports that help lead to the end of areas one but many obstacles



**CRASH
81%**
CD-ROM
\$64.95
£14.99 C&A

Crash looks rather plain, platforms looking in colour and detail, but scrolling is smooth, fast and parallel. When turning, the background shifts remarkably quickly, considering the size involved. Sprites are pleasant, the player craft having a nice colourful highlight (changing position as it turns), and spot effects are the characteristic atmospheric burbles of Martin Barker.

OTHER FORMATS

None planned.

also stand in the way, not least of which the coast vehicles, despatched with the crafts last.

Special tiles complicate matters, preventing jumps or increasing or decreasing speed. Switch tiles are most important, creating new platforms and walkways to bridge unjumpable gaps, but they can be switched back again by robots — dangerous! Fortunately your craft also has the ability to create walls, enabling robots to be trapped, guided or destroyed.

First it must be said that Rick Stevens, the designer and programmer of *Crash*, is a *lover*, devoted son-of-a-banjo player. Watching someone else play the game, patterns appearing by rote, play changing in the blink of an eye, and it seems that just keeping track of the game is hard enough when all the joyride, however, it's not as demanding, although it still requires considerably dexterity to avoid a swift demise.

And then there's the puzzles. Finding a switch to visibly create a platform is one thing, but having to activate a number of them in order, take specific routes (navigating platforms facing the way) and build walls to get robots to perform tasks for you, gets a bit much.

There is a rare and fortunate game that contains fast, devious manoeuvres with challenging puzzles (and a touch of shoot-'em-up for good measure) and while this may not be attractive to some, especially considering the extreme difficulty of later ones, hard-core game-players will love it.

BT


Upside-down land

TWINWORLD

Uki Soft

For centuries, the progressive people known as the Galpords were led by the magical command of the Carlsen family. Then, one day, the family's powers faded and Malour the Druid led an army to overthrow them — and thus also gaining their magical control. However, Malour soon discovered the awful when he discovered the only surviving Carlsen could use it to kill him.

Little Malour didn't know though, was that Ulopa, son of the dead Carlsen king, survived his army's attack and was brought up by faithful servant Thanya. Now, 14 years on from Malour's voyage of destruction, the 10-year-old Ulopa is going in search of the pieces of the amulet so that he can banish Malour and his monsters forever.

Ulopa can run and jump around 20 levels, one for each piece of amulet. Armed with red, green and blue magic — red is the weakest and most common, although magic, along with lives, bonus powers and keys, can be picked up — are of use against the roaming guards. Ulopa's slapping movement is also comes in handy and can cause holes in most platforms to jump down through.

Twinworld is a large platform-based arcade adventure with a hint of Super Mario Brothers, and as such has both instant appeal and lasting interest. Though Ulopa looks like childlike his legs and wings are fun to control, but the parabolic flight of his magic is a little irritating to use. Still, having to work out which type to use at which situation — and keeping an eye on their supplies — makes up for it.

Having seen all the levels using a cheat mode took out for it in a future edition of Robin Candy's tip), it'll take a long time to

complete the game properly. The variety of screens, above and below ground (the twin worlds) that have to be negotiated and the amusing, imaginative creatures along with fun gameplay ensure you'll be interested enough to play through to the end. Only you can save the *Twinworld* from Malour.

BT

**CRASH
78%**
CD-ROM
\$64.95

Although colourful, the backgrounds are plain and lack detail but, despite the occasional bland overtures, *Crash* jolly-up the look of the game. Ulopa's body movements are neat and fitting, but his head is just too 'kiddy' and is actually quite irritating. Happy little spot effects are adequate and make the game good, if dramatic considering the game and its graphics.

OTHER FORMATS

BT very soon and Commodore 64 around January.





Yes indeed, another variation on the multi-event, multi-player "sports" theme, this time with a distinctly cold and icy feel. Up to four players can take part in the five snowy events, the first of which is Operation Snowball. As you'll have guessed, you use the mouse to move a skier around the screen; the snowballs you fire from a shoulder gun. Your targets are enemies building a giant catapult, set to launch snow-sucking men, guns, by and they build a giant catapult that lands a giant snowball right on top of you.

A mobile frame is rolled back and forth along the edge of a cliff in Eggterminator so that the rope which hangs from it dangles in front of birds' nests. You have to climb up and down the rope to collect the eggs they lay but avoid contact with the birds themselves; they make you slip into the water, wasting valuable time.

In Ice 'n' Igloos you stand in front of an ice wall and wobble the joystick to knock out a piece of ice with your pick-axe. It then has to be carried over to the party built igloo, avoiding holes in the ice and Pukko the bear.

There are some very weird sounds in the arc: they like mixing ice cream with Mashed Potato. Anyway, you're serving at the bar and must slide their ice creams down the bar to them, collecting the empty dishes which they slide back. Beware too many dishes or fail to serve too many customers and a polar bear hits you over the head.

Finally, there's Barbarian (green). You have to knock out a big bear with a big stick but be careful of where you step — the ring rapidly melts and a cold slip in the water means instant defeat.

Egg's concept of multi-event sport was a brilliant one, however. Magic Bytes haven't

achieved similar standards.

Each event has its faults. Operation Snowball's gun doesn't operate well enough. Eggterminator is ridiculously simple; and boring. Marmite is an interior and awkward paper chase. Barbarian looks moves and is lock-dependent, and as for Ice 'n' Igloos... I find it to be the most frustrating event in the history of the Games and its ciphers. Joystick response is highly out-of-control. The drug test has become the most hated sport in TGM. It's a shame you can only use the joystick on the ice and not on land. Save the wall and avoid the game.

WL

ARC
42%

CRIM

Backgrounds and sprites are dreadfully simplistic, almost completely lacking in shading. The fixed line drawings are crudely animated, but the odd character. Handling is awkward as in these old-fashioned game designs and sound is some jolly but mediocre tunes.

OTHER FORMATS

Further versions expected on the ST (£19.99) and C64 (£5.99) now, £14.99 next year.



C64/ST
23%

CRIM
£14.99 now

This looks depressingly like a Spectrum game (no offence intended). Other than the ball, status panel and the sprite currently under the player's control, the game is black-on-colour monochrome and the small design of the poorly animated sprites makes the 'action' rather hard to follow. Music is highly repetitive, using old C64 sounds, and effects are crude white noise.

OTHER FORMATS

Amstrad CPC (C64 priced) out now, ST to follow.

Britain's biggest export?

FIGHTING SOCCER

Activision

Despite what you might think, this has nothing whatever to do with football bootleggers. Instead, it's a knock-out tournament involving ten countries 'fighting it out' for the highly sought-after Olympic trophy.

The different play modes are against the computer, a second player, or two players combining forces to thrash the nasty 6- or 10-bit. Action is viewed from above and shows a small segment of the multi-directional scrolling pitch. Besides it is a status area giving score, time and a small radar

display of the whole pitch.

The control system allows kicks of various strengths, headers and sliding tackles — so you can get a bit violent.

That's really all there is to it but it doesn't even seem like that much when you play it. It runs okay as an 8-bit coin-op but as a computer game it's beaten hands down by the likes of MicroProse Soccer, Kick Off and Match Day 2.

The player's sprites still slowly and aimlessly wound in all three versions reviewed, responding awkwardly and sluggishly to joystick control. Making headway to a goal is usually a matter of luck or sheer bloody-mindedness, charging through the opposition — accurate passing and skill are the stuff of dreams.

Put simply, Fighting Soccer is awkward and boring to play so you're unlikely to want to get past the first round, least of all win the championship. Poorly fans should take their stunted boots and huffing oranges elsewhere.

WL

SPECTRUM
28%

CRIM

Black-on-green sprites are little more than square line drawings and though they move at a passable speed, animation is jerky, as is the scrolling. Sound is little more than a grating buzz but at least the Spectrum version responds reasonably to control. However, it's still an uninteresting kickabout that's best avoided.

CRIM

ARC
29%

An animated sequence, common to all versions, shows a colourful scene of a footballer kicking a ball into the back of the net. Sprites are well shaded but animation is simple and they move slowly, as does the reasonable scrolling. Audio is disposable jingle music and harsh inappropriate effects.

Get the moonboots out for winter

MOONWALKER

US \$60

On Michael's adventure begins on the backlot of a movie studio. A weird assortment of fans have struck it, and are desperate to obtain one of the superstar's 20 platinum disks (dubs). To escape you must find a disguise (seven pieces of a rabbit suit), the key to a motorbike and some souvenirs. Your quest is shown from an over-the-shoulder view, with a radar scanner to show distant badasses, but not the walls of the maze.

The next level takes place in another maze, this one divided up into four sectors. Mr Big and his goons are in pursuit

now, and you must turn over bags of drugs and stolen glowing green pills. Once all the orbs have been collected you turn into a cat, but only for ten seconds. If you don't jump into the next maze during this time you turn back into a rabbit and must start collecting the orbs again. The last part of the maze takes place on jeffries.

The third part of the game finally escapes from the maze format to a shoot-em-up one. As hoods open fire from windows above, you can run left, forcing a horizontal scroll, taking for a gun and ammo. Once loaded up you can move a cursor about, shooting back while dodging the bullets. Kill enough badasses and it's on to stage four.

One of Michael's friends has been kid-

napped and is being held hostage in Mr Big's lair. Michael now turns into a massive robot (what's he hiding?), standing in the centre of a room packed with heavily armed hoods. As it rotates you can blast the hoods and the huge plasma cannon which occasionally pokes its nose in to slowly take aim.

As the game structure makes clear, LGI Gold seems to have fallen in love with mazes, all packed with lots and lots of bad guys. One of these would've been bad enough, but five have you leaving your hair out. Fortunately we had some shoot-em-ups, allowing progression in the later shoot-em-up levels. These are both quite fun but only hardened maze maniacs will get to see them.

MC

OTHER FORMATS:

Spectrum, Amstrad CPC (£29.99 each), £74.99 (dub) and Atari ST (£19.99) versions are available now.



£29.99

GAME/ST/MS

dub

The C64 version is pretty close to the Amiga one graphically, which isn't saying that much, admittedly, but the shoot-em-up levels are very nice. Badasses are okay but with such poor playability only the most arid jacks who'd time will enjoy it.

RAM
62%

£24.99

RAM
65%

Moonwalker starts with some impressive level samples, but the funnest get repetitive after a while. Graphics start out badly with the poor maze games, and improve only to average for the other levels.

Logotron get BAD, too

BAD COMPANY

Logotron

The Bad Company were formed by Company Command to be the ultimate killing machines — and they're good at their job. This is a story of their latest, and possibly last, mission.

Earth is slowly dying, its atmosphere poi-

soned by the killers of inhabitants. Therefore another planet is needed if Man is to continue existence. As luck would have it, not one but four habitable planets have been discovered. The Neo-Noctis seems perfect, except that they already have occupants: a race of alien lifeforms that hate humans. But the planets must be conquered: cat in the professionals.

Eight members make up the merciless team. Choose from Lance 'Pistol' Gordon, Lucy 'Shooter' Henderson, Stefan 'Monster Hunter' Mui (Shimshu), Diana 'De Renter' Chronos Warfield, Sindi 'Kalahari' and Bruce 'Marine' Notts. Each member has their own characteristics, so choose carefully.

Your representative is dropped onto the surface of the first world with only a Farside PT11 Megadeath and a Zarnov T08 Kilometric. Other weapons can be col-

lected by shooting at black spheres dropped by the Company Command. Special leaders can be picked up to improve the power of your current weapon.

The screen scrolls vertically, with the aliens chasing down towards. Hits from their laser bolts results in an energy loss, which eventually builds up to a loss of life. The Company Command have thought of this and provide three life regenerators.

Programmed by Steve Bak (who's dead) to include Gold runner and Return to General, it's basically a fairly simple shoot-em-up. Bad Company's well presented, although you'd expect more from a programme of such calibre.

MC

£24.99

RAM
72%

Smooth, fast-moving sprites keep up with the relentless pace of the game. Graphics are well-detailed, with a good use of colour and shading. Shooting fans are certainly well catered for fans. Although it's too expensive for such an old format.

OTHER FORMATS:

The Amiga version priced £24.99 will be in the shops for Christmas.





CENTRE THE PUNISHERS BYTES

TGM026

Back when Spectrums were first released, joystick-owners were a proud splint: that elite group of computer owners who took their gaming seriously.

Nowadays, though, with all new games machines having built-in joystick ports, there's no excuse not to have one. But there's such a wide range that it's difficult to choose. Fear not, as the Centre Bytes team look at all the popular joysticks around, plus some newer and more innovative ones ways to hand out the punishment.

ALSO IN CENTRE BYTES

SAMPLES

Ever wish you could produce records like that of Bucks, Albee and Bismarck? Has Pirelli's Belman impressed you more than Michael Kusner's? Well now, with the wonders of new technology, and at Amiga, 512 or Archimedes, you can impress both friends and family with all

your favourite speech and sound from audio and video.

PC SOUND CARDS

If you thought PC sound was fast, think again. The latest add-on board will not just give you sound equaling the arcade, it'll be better!

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SURESHOT COMMAND MODULE

Sonmax, £17.95

If you hate small joysticks, you'll love this stick — it's enormous! The base is obviously too big to be held in the hand as the makers are provided to secure it to the nearest desktop. It comes complete with a button-controlled auto-fire option — i.e. you only auto-fire when the fire button is depressed, not as soon as the switch is on.

While the plant's design is not too attractive (though the red and black uplinks are supposed to simulate a data port keyboard), the size of it



makes it very sturdy and likely to survive even the most vigorous joystick wiggling game. The travel on the actual stick is quite short allowing for precise movements — combined with the excellent auto-fire, it's ideal for shoot-'em-ups.

SURESHOT STANDARD

Sonmax, £15.95

An alternative stick with a moulded pistol grip handle which fits snugly in your hand. However, there is a bit too much travel on the stick which makes it feel as if it's going to break at any moment. While it's reasonably strong, it's hard to see it lasting too many very casual games in Hyperports. After testing on rougher games, the handle started to twist in the hand rendering the joystick useless.

The shape of the base makes it virtually impossible to hold in your hand and fire at the same time, while the long travel of the stick means that in fast-moving games you just as much often lose holding the stick steady as playing the game. In more of this it would have been nice if a few screws had been supplied.

Playing action is fine but there is no tactile click when the button is pressed.



COMPETITION PRO EXTRA/PRO PC

Dynamics Marketing, £14.99

This stick is right! It's not so much the shape (it's shaped exactly like the old Competition joystick) but the release. So you really want an auto game joystick? There's also a two-grip version, should you have absolutely no colour taste. Colour sticks, though, it's essential. It can be held in the hand comfortably, responds well and, more importantly, it's strong.

However, there's one problem: the fire buttons. They work well, but the microswitches aren't as durable as the movement ones. Unfortunately, a springing does go wrong if it's the bottom pushing up. This happened to us a few times.

SURESHOT DESIGNER

Sonmax, £9.95

Previously called the Designer because you have to put it together yourself. It's hard to see the point of this since, as it's a bit bulky and very easy to lose some of the components, by now you can only get it together in one design. It would have been better if Sonmax had provided a few extra base designs and some extra base designs (grip or base) you really would be designing your own stick. Honestly, once assembled it's a

SURESHOT SUPREME

Sonmax, £14.95

Similar to the Standard Standard but with two fire buttons. Another point with the stick travel on the stick. It's a bit dodgy as the increasing tension of Hyperports and eventually the handle wiggles off at the base about twice as much as the Standard. The problem with this stick and the Standard Standard/Designer seems to be the small circle of

Although, a good solution is provided to preserve the buttons.

The PC version is moulded in grey and green, presumably because PC users want to match all their peripherals in the colour scheme of their computers. However, to get the stick working with your PC you'll need an interface. Dynamics recommend their own Conquer A/D games card. (They would.)



QUICKSHOT II

Spectravideo, £6.95

A few years ago this was the most popular joystick available.



photo (the circle) that secures the handle to the base. It just isn't strong enough to cope with anything other than basic games. This small improvement could make it a good stick.



With action fast, pistol grip handle and trigger fire button, it can be operated easily with just one hand — great in games where you still need to use the keyboard. The fire button gives a good click when pressed, but they're a bit stiff and it's hard to build up rapid fire without wearing to the auto-fire switch. The actual stick responds well, although, as time has told, it's not too sturdy. The stick doesn't snap, the direction just becomes less reliable.



CRUISER**Power Play, £12.99**

Available in a variety of colours from just matt black (the public domain) to multi-coloured designs (attractive but limited), the Cruiser is one of the TGM office's favourite sticks. It can be held comfortably while motion is provided for extra stability. It is popular because it's not only durable, but also responsive. You can wrangle to your heart's content, then flick to Kick Off in the knowledge that every movement is being accurately interpreted.

**CRYSTAL****Power Play, £14.99 (standard), £16.99 (autofire)**

Other than the colour scheme (it's available in black and green plastic) the Crystal looks identical to the Standard Supreme. In use, the travel on the stick is too long and it's only marginally stronger than the Supreme. It survived a couple of goes on Hyperports but had to be rotated back into shape afterwards.

**QUICKSHOT II TURBO****Spectravideo, £10.50**

Basically a redesigned Deluxe II, it still includes the same shaft and five buttons but Spectravideo have added 60 new microswitches for durability. The five buttons

QUICKSHOT WIZMASTER**Spectravideo, £11.95**

Don't be fooled by pictures of this joystick. It is, in fact, too. One novel feature is that it can be taken apart. The only in the stick removable microswitch movement is that via four buttons (which allows you to switch between various modes and computers) can be separated from the base so you can fit different bases to the stick. The Wizmaster is just like one of those joysticks which you get free with consoles. As it's so cheap, it is only really suited to

home club being improved and are no longer so stiff.

**ZIPSTICK SUPERPRO STANDARD/AUTOFIRE****Seamux, Standard £13.95 Autofire £14.95**

With such attractive aesthetics, the Zipstix is a good all-rounder. It's called through the joystick-housing games with firing buttons — the combination of switches and a strong secure handle means that it's likely to remain in good condition for a long time.

The five buttons are excellent, but only are they very soft to touch but they click when pressed. The autofire version is great too.

Perhaps the only criticism is it's too responsive sometimes. Movements can be a little exaggerated, making it harder to make those precise games in Kick Off.



certain types of games. Playing Hyperports was impossible but it wasn't too bad on Exoplane.

DELTA 2000**Delta, £9.95**

A metal shaft secures the stick to the base making it very strong — but the stick still doesn't feel right. Microswitches don't move even but there's some sort of cushioning device inside the stick that makes it feel rubbery. It's the only thing wrong with the stick — and enough to put you off.

**CHALLENGER REMOTE CONTROL****Euromax, £29.95**

Remote control joysticks have never really taken off. Challenged in a few years back with the R2D project but it didn't work that well.

The remote receiver (which resembles a control) plugs into the joystick port. The actual stick is, as you would expect, usually free from external cables but needs to be pointed at the receiver to work. The travel of the stick is short and microswitches lack a response.

There is a very slight delay while the signal sent from the stick is interpreted by the receiver — which is very off-putting on games that require quick and precise movement.

**ULTIMATE STANDARD JOYSTICK****Euromax, £11.95**

Euromax produces joysticks for arcade machines, so you'd expect them to come up with something like this — a huge design with lots of buttons, two on either side of the stick to run left- or right-handed games. The stick is made of metal and firmly secured within the base. Subsequently, there's very little chance of it breaking off.

It's also very responsive. The five buttons could have been improved but an excellent variable sensitive option compensates.



The actual stick itself looks fine but, due to the position of the five buttons, is difficult to hold for any time.

THE DEFENDER LIGHTGUN

Chester, £24.95

Undoubtedly the best lightgun around but it's only available to the Spectrum and C64. Lightguns have never been much used but this one really does merit — and well.

There's software too. Chester has combined the gun with its Code Masters games to provide a high value package. Although not without a bit of fuss, the games work well, with none of those nasty screen glitches that the recent Sinclair gun has.

The gun itself is also well designed. Since you're just pointing it at the screen it's



TGM GUIDE

While you can only use the gun on six games at the moment it is tremendous fun. Hopefully more games will appear soon. 7/10



7

unlikely to get broken. The only downside part is the trigger, which is responsive and gives a satisfying click.

Overall it is not too good however.



TGM GUIDE

A good joystick for the price. 6/10



5

TURBO PEDAL

Euromax, £14.95

This unit simulates the accelerator and brake foot pedals of a car. You plug the foot controller into the joystick port then plug your normal joystick into the Turbo Pedal. It then takes over the up and down controls of the joystick, which is used for left, right and fire controls only. Most racing/sports games use these controls so this is great. One problem we had was that the Pedal isn't heavy enough and subsequently this over the foot when in use. A few cheap games on the horizon would have been appreciated. At last, it's also pretty difficult to ignore the up and down of the joystick but this is soon mastered.



TGM GUIDE

A novel device. Though it's appeal is really limited to fans of driving games. 5/10.



5

MEGABLASTER

Konix, £6.99

One of the cheapest and smallest joystick available. The Megablaster fits into the palm of the hand comfortably though the fire buttons could do with being a bit bigger.

When tested, it survived several games on Hyperports and it strokes than expected. Accuracy for intricate move-

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MAGAZINE.**

The TGM Centre Bytes joystick test took place at normal room temperature and involved three 'average build' testers. Each joystick was, where possible, used on Hyperports, Kick Off and Progress, to test accuracy, travel and durability. They have been rated out of a possible ten marks, taking into consideration price and performance.



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[illegible][illegible][illegible]**FIGURE 2.4** **ROBERTSON**[illegible]

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S-S-SOUND STEALING

Records like Paul McCartney's *18* and Black Box's *Time to Time* show the popular face of sampling — musical vocal snippets and sound effects from other sources. These days, the records are made without a sampler being involved somewhere along the line. Samplers can be used to recreate acoustic instruments such as pianos, trumpets or whole string sections, which synthesizers find difficult to do accurately. They're a relatively cheap means of expanding your musical setup since any sound that hits one can be used as an instrument. The Centre Bytes team reveal all you need to know about sampling.

So what is a sampler?

Basically a sampler is a hardware device that converts sounds into digital data, then recovers the data back into sound. During the process you can make alterations to the data which will ultimately affect the sound of the sample when it is played back — stereo effects or reverb playing the sound, for example.

To understand how a sampler works it helps if you understand a little about sound itself.

Sound is created by tiny small changes in air pressure and these pressure changes

are known as sound waves. To give you an idea of what a sound wave is, imagine throwing a pebble into a still pond. It creates ripples, rippling outwards, but decreasing in size the further away you get. Essentially this is how sound is dispersed from its source.

Sound is made up of three component parts: pitch (frequency), amplitude (volume) and timbre (essentially the tonal quality of a sound). A flute and a violin could be playing at the same pitch and volume but they will still sound different, this is all down to timbre. Sound waves can be depicted graphically in a variety of ways, the most com-

mon of which is changes in amplitude over time.

Sound is fed into a sampler through a mic input or phono socket. What the sampler actually records is changes in voltage rather than sound itself. A microphone converts changes in air pressure into electrical voltage signals using a simple mechanism called a diaphragm. When there is no sound, the diaphragm remains stationary, but when the pressure becomes higher than normal the diaphragm is pushed inwards. When the pressure is lower than normal it is pulled outwards. *Whistle.*

The diaphragm moves from its normal position, an electrical voltage is produced. The further the position of the diaphragm is displaced, the higher the voltage. If the diaphragm is pulled inwards the voltage is positive, outwards the voltage is negative. So, sound in the form of a continuously changing pressure wave is changed into a continuously changing electrical wave.

A sampler converts these electrical voltages into digital

data, rather like a movie camera records motion. A camera records motion by taking lots of photographs of a scene at a rapid rate. When the frames are played back rapidly, one after another, we see motion. A sampler works in a similar way by taking 'snapshots' of sound. A device called an Analogue to Digital Converter (ADC) actually takes the snapshots. The ADC measures the height of the sound wave at a given time and stores the value in memory. It then takes another snapshot and repeats the process. If enough snapshots are taken within a given time it is possible to recreate the original sound waveform by converting the digital values back to voltage levels in the same order that they were sampled (this is done by a Digital to Analogue Converter). These voltage levels are then relayed to a speaker. They then cause the speaker cone to vibrate at different resonances, which in turn creates the sound waves we hear.

However, the quality of the sample is dictated by sampling



PRODUCT Quarter

PRODUCER Microanal, PO Box 55, St Austell, Cornwall PL25 3JH, Tel: (0739) 89000.

PRICE £45.95.

SYSTEM Amiga ST

TOM GUNDE Not exactly speaking a sampler but a sample player. Quarter allows you to import samples from other samplers, including the Replay range, and write your own music using traditional music notation. There are four staves to write music on and you can only play four samples at a time but by quickly switching between samples you can make a piece of music sound quite complex. Its reminiscent of Sonic on the Amiga but it is 100 times sophisticated offering four loops and slides. You can input music from a MIDI keyboard but as the program automatically quantises your performance to the nearest quarter beat it's not as definitive as if you own an ST sampler or have access to someone's sample library this is a good buy. Not only do you get Quarter but a program called Digital which provides some pretty useful sample editing commands, like an excellent loop option.



Up to four samples can be played at a time either in mono or stereo on Future Sound.

PRODUCT Future Sound

PRODUCER Applied Visions, Jersey Supreme Works, 120-588 Widdowfield Road, Watford, Herts WD17 7GM, Tel: (0439) 414675.

PRICE £79.95.

SYSTEM Amiga

SAMPLE RATES 4-7680Hz.
INPUT SOCKET Two phono and 3.5mm jack socket.
EFFECTS None.

EDITING Cut and paste, reverse, mix. Two sound fields a locally silent section to any part of the sample and solo sound field you boost or decrease the volume of any part of the sample.

TOM GUNDE A good stereo sampler which is easy to use. The only real drawback is that it is slightly overpriced in view of the lack of any bundled sequencing software or MIDI

ports. However, samples can be saved out in the Amiga standard WAV format for inclusion in music programs.

PRODUCER Sound Digital **PRODUCER** Trilogy, Unit 1, 251 New Works Road, Bradford BD12 0DP, Tel: (0274) 670992.
PRICE £27.99 stereo, £27.99 mono.

SYSTEM Amiga

TOM GUNDE This is just the sampling hardware there is no software supplied. On its own, it isn't really much use but it does work with the ProSound, Future Sound and Audiomaster sampling software. Bearing in mind the cost of separate sampling software (Audiomaster costs around £40) perhaps it could be a bit cheaper.

PRODUCT Amiga **PRODUCER** Microanal, PO Box 55, St Austell, Cornwall PL25 3JH, Tel: (0739) 89000.

PRICE £59.95.

SYSTEM Amiga

SAMPLE RATES 1-10800Hz.
INPUT SOCKET Two phono for stereo sampling and a 3.5mm jack socket.
EFFECTS None — samples



A screen from AMAG, one of the best value for money samplers available for the Amiga.

Rudhugh, Northwich, Cheshire CW9 7DA, Tel: (0928) 8811.

PRICE £149.95 sampler board, £79.95 Amiga software.

SYSTEM Amiga

SAMPLE RATES 4-7680Hz.
INPUT SOCKET Stereo jack socket and phono.

EFFECTS None.
EDITING Cut and paste, mix, reassign, reverse, fade in/out, and solo options volume.

TOM GUNDE An excellent product. It's the only home computer sampler we found that allows you to do proper looping. When a loop option is normally included on these types of samplers it repeats the whole sample. Amigaudio allows you to repeat any section of a sample and

therefore create long, tailored samples without any gaps in them. With the high screen resolution of the Amiga, Amigaudio gives you a really detailed picture of the recorded wave form which is absolutely terrific for editing. MIDI options allow you to create keyboard splits on your MIDI keyboard but you will have to buy Acorn's MIDI interface to take advantage of these options. The Amigaudio software also works with a variety of other Amigaudio sample boards and is even capable of playing samples across from the ST. If you've got an Amigaudio buy it.

Yet another good reason to buy the Amigaudio.

GLOSSARY

PRODUCER Who is contact.

SYSTEM Computers available for.

SAMPLE RATES Range of sample quality.

INPUT SOCKET A phono plug is the most common input socket but some samplers do use 3.5mm or three jack plugs. Once you've bought your sampler, it's in the local electrical store may be in order to stock up on the various types of audio leads and plug adapters necessary to connect different sound sources to the sampler.

EFFECTS Most samplers allow you alter the overall sound of your sample dramatically by adding some sort of sound effect such as an echo or reverb.

EDITING When you record a sample you will undoubtedly record sounds just before and after it. These can be edited using 'trim' and 'cut' commands. Alternatively you can press a block to recorder the

contents of the sample. For instance to create a Max Headroom style stutter you mark the bit you want to stutter, then copy it many times before the rest of the sample. The cut and paste option are probably the most crucial editing commands. However, they're not really much use without a magnifying option to zoom in on the sound wave for exact editing. Other useful commands reverse the sample (great for percussion effects), overlay or mix samples to form one new one, and fade into the start and ends of the sound, adding another dimension to the program.

TOM GUNDE Our opinion, bearing in mind price, quality of sample output and ease of use. However, many computer samplers use very similar hardware and tend to produce very similar results in terms of sample quality. Many are compatible with each other.

Breaking the s

If the PC has one claim to fame, it's the amazing launch it has of producing absolutely stunning sound. None too surprising, as when IBM introduced the PC, they touted it as a computer to play games on. Of course, the PC is capable of simple digitized effects but they tend to take a wedge of memory and are still fairly poor quality.

However, thankfully, the PC is totally modular. Need an extra feature? Insert a relevant, feature-packed card into the back of your PC and you're

there. When IBM designed the PC, it was never meant to be used as a game machine. PCs are for daily business use, right? Wrong, as my IBM reader will know. Around 50% of games are now developed in PCs. It's not great VGA graphics, it's faster than an 80 or faster, but it has one problem — sound. PC sound is only available for the Sound in a 16 sound by the Spectrum — 16 bits. And many look at three-bit sound cards for PCs and complain. Sound cards that would cost \$3 and Amdip chips reaching for the moon better

away. It is via this route that word accompaniment in PC processing is being revolutionized by the PC sound card. There are more sound cards on the market — honestly — than

there is today in all sold exclusively in America. Until now that is. However, there has been a tremendous opening in sound card activity. On the hardware and software companies alike, on both sides of the Atlantic. In fact, activity has reached a point where TCM says it is PC owners. YOU NEED A SOUND CARD! They can be ignored no longer.

I have taken a good look at all of the cards available and, for a variety of reasons, have selected three to review. More of which later. But the score here's a quick glance at the cards that did not quite make

it. I mention them if only for you to be able to recognize and avoid.

The first rejection is the Creative Sound Master PC. This card is based on the AD1600 chip, similar to the chip found in 80. It also has an 8-bit direct memory access driver, stereo amplifier and two Atari-type joystick ports. In addition, you receive two 1.25-inch mini speakers. This all sounds very impressive, except for one thing. The joystick ports are useless as they are non-standard (for PCs that is) and support is very poor. Only one game that I know of (MSX AdLib Role from Electronic Arts) has any support for it at all — and then only minimal. In addition, there are few companies looking at it for future support.

Next on the scrap heap (and the Innovation 800000) Sound Board. This card is listed on Comshare's W4005 8891 — yes, the good of 800

ADLIB

Creative 0140/05

Here up the score in the AdLib card. This half-height card has 11 polyphonic voices and uses sounds based on FM synthesis. You have a choice of 140 sounds, played as either six melody and five percussion or else melody and two percussion. The AdLib card comes with a large stereo headphones socket, which doubles as a speaker output (with adapter), 8-bit amplifier and volume control. Each built-in feature is worth quite a bit.

When bought, the card comes complete with lots of software and manuals. We first reviewed the PC AdLib card back in issue 33 of TCM, so take a look at that issue's way for more information.

The AdLib is the best supported card of the three reviewed here. I counted 11 companies who are now con-

tinued to supporting the card — and that didn't even include any from the UK. The AdLib certainly has the most support for software currently available.

Sound quality is very good. Both top- and mid-ranges are good, but slightly less impressive than the Games Master. However, the base components for this, it is well defined, producing a credible range of percussive effects, including sharp bass sounds. The overall sound production is an improvement over the Games Master, being far more balanced in all departments.

Microsoft have recently decided to concentrate on the AdLib. In fact, they have become so taken with the sound that there are possibilities of them taking a more active interest in the AdLib. Watch this space.

CONTACT: Creative, Raymond House, High Street, Fleet, Hants RG4 5JA. Tel: (01) 4296495.

GAMES BLASTER

Creative Labs, TEL: 0177 85

Killing the budget? Not in the Games Master from Creative Labs (distributed by DLI in the UK). The half-height Blaster card has a total of 12 polyphonic voices. Some sound effects can be taken from a preset bank of 32 instruments (each voice channel can pan left or right). As well as a built-in amplifier you have speaker sockets, volume control and a 1.5mm headphone socket. You also receive a demo program and a free copy of Signpost from Sierra. It takes only about 10 min.

As the card is new, support at the moment is low. However, software houses that are already producing future support include Sierra, Lucasfilm, Mindscape, Electronic Arts, Commodore, Accolade, Origin, Activision and Dreamworld. Many UK companies are also taking an interest. At the moment only Comshare's W4005 1 and one or two Sierra titles support the card. However, there are four drivers supplied which can be loaded into Rings

Quest IV, Leisure Suit Larry 5, Police Quest 2 and Space Quest II.

Overall sound quality is good. The mid-range and upper treble areas are well defined. However, the lower bass reproduction is not so good, with deeper bass notes poorer. It isn't too bad if this is a deficiency of the card or just inexperienced programming — only time will tell.

CONTACT: DLI, 5 St John's Road, Sanderson, Isle of Wight. Tel: (0983) 456885.



Sound barrier

ship. A three-voice synthesizer with sound effects. The support that is given to the innovation in limited. MicroProse have produced some drivers for the card, although they're limited, and due to present developments support may dwindle. In all, a bit of a dud on the support front and a product of yesterday's technology.

Then there is the new sound card from IBM. Very nice, but really overpriced for its capabilities, and with minimal support from Sierra. I have also heard of Sierra, giving some support to a Creative sound module — forget it, you can achieve superior sound capabilities and better support from one of my big three.

Right, now the debate has been swept aside, the following three boards can be chosen with confidence as they are all recommended. Each falls neatly into a price bracket with a relative quality in sound capability. Whilst important only, however, each card can be easily obtained in this country and, if it doesn't already have good software support, it won't fall here.

Hopefully we will see a gradual reduction in prices as sound card availability and support increases in the UK. The software houses in the States already give good support to sound cards, it is only a matter of time before UK PC coverage as a whole follows suit. For example, I know that Proton will support various cards and then the fitting

LAPC-1

Roland CTR-82

Music way for the Rolle-Troyer of sound cards, the Roland LAPC-1. The LAPC-1 is basically a GM-85 sound module in card form, as it produces a similar quality sound to the Roland G-series of synthesizers. It is a full-height card, has a 3.5mm headphone socket (which runs off a fixed volume that can be software controlled), speaker outputs (you will need an external amp) and a IEEE interface. As Roland produce the industry standard — and very expensive — PC MME interface this is quite an addition.

The LAPC-1, which uses Roland's own LA synthesis sounds, is a multi-channel card with the ability to produce eight different instruments at once. It has 32 polyphonic voices, 128 preset sounds, 32 parameter sounds and a wide range of effects (flanger, tremolo, gate, etc). Conventional three-tracking can be developed too.

Support at the moment is



fairly limited, although Sierra (again) are giving it comprehensive support. Roland say we should see all of the major US software houses (Electronic Arts, Activision, etc) writing for it in the next couple of months as the LAPC-1 is already taking off over there. Roland also mentioned that they are in the middle of talking to major UK companies (Games and Pyramide) and have names that are up. As for the sound quality? Well,

it really is jaw-dropping stuff. I've never heard such high quality sounds from a computer game in all of my life. Loading it through the Roland was an experience that left me speechless. The price is high as you might expect, but for such quality it's a gift.

CONTACT: Roland (UK), West Cross Centre, Brentford, Middlesex, TW8 9BB, Tel: 01-8346476.

Sierra are very interested in the Roland card. Imagine, Xarcos 2 in glorious, 256-colour VGA with the Roland card blaring away. It wouldn't be comparable to an arcade version — it would be better!

I believe we have seen the maturing of the PC sound card,

with the above three products, to a point where they can no longer be ignored by PC games players and, in particular, computer magazines. Which is why from next month whenever I look at a PC version of a game in the Adventure/PPG/Strategy col-

umn, I will report on any sound card support it has and how it performs. In addition, I will keep you fully abreast of the PC sound market. No other computer journal offers such support, so PC owners make a regular habit with TCM!

SMART CARDS

Imagine are currently writing the AdLib driver for MicroProse's Wizard Dreams PC conversion. The only other examples of AdLib music that I have had heard concerned the Sierra adventures. However, according to Lee Garret of Imagine: 'I don't think they (Sierra) use it to its full capabilities. As support a variety of sound boards, they use custom data for the AdLib. Roland and so on, so they are not writing for the specific qualities of each board, there's what a sounds like. The AdLib has not been pushed yet.'

The new driverback with both the Games Master and

AdLib is the lack of good sampled sound effects (the Roland has them in abundance). However, I do know that the AdLib can digitise sounds. MicroProse's P-P Series Engine II has speech synthesis which works like things like 'Good stuff' and informs you of take-offs, manoeuvres. The AdLib should be able to digitise other effects but the quality is suspect. According to Lee Garret, the AdLib 'cannot' access the sampled data quickly enough. As, for comparison purposes with other computers, the Games Master and AdLib boards produce 'computer music' comparable to the Atari (in some areas,

superior), they are a big improvement over the XT, but both cards have problems with sampled sound. As for the Roland? Well, it makes many music machines sound a bit better!

However, an interesting development is on the horizon. A card which can emulate both the 12 voices of the Games Master and the 11 voices of the AdLib and has full capabilities for sampled sound. Coming for around £300 it will be distributed by DLS, the Games Master distributors in the UK. Known as the Blues or The Killer Card, it will probably be released the Games Master for the UK. It should arrive with a full set of digitised sounds and special effects as well as 32 synthe-

sized voices. You will also be able to digitise sounds and speech via a microphone module (which includes compression algorithms to save memory). Features will include stereo output with amplifiers, microphone jack, analogue joystick port and MIDI interface. DLS will use that this card will be released around Christmas time.

It certainly looks formidable, especially as it will take advantage of the large amount of support for the two versions of cards. Dedicated drivers are already being written. An updated version of Locust's Indiana Jones — The Graphic Adventure will contain speech from the man himself! Can't wait...

READERPAGE

There's no Star Letter this month. This is due to the simple fact that none of the letters were quite up to scratch. So let's all make a concerted effort to improve them next month. (Less of the computer vs computer/sexism/violence/where's the Konix crap. Something a bit more original perhaps?) After those Thank You letters you'll be writing on Boxing Day, you'll be glad to let loose with some truthful observations of what's going on around you. Why not tell us about 'classic cook-ups' you received for Christmas — like the wrong format of computer software or Powerdrome instead of Power Drift. Write to TGM with all your festive cheer at: **Readerpage, TGM, PO Box 10, Ludlow, Shropshire SY3 1DB.** And remember, there's a humungous £50 pounds worth of software to be won every month. Just think what that could buy you...

Pirated software is better

Dear TGM

I find it odd to think that pirated software is often better quality than bought software. While it is all the same software, pirated stuff often has extra features which can add a lot to a game. Every writer, there is nothing to stop a mass publisher putting the same sort of thing in.

A few examples of games in which the cheat modes have saved me from wanting to break the author would be *Amiga nations of Venus*, *Blood Money*, *Money Honey-On* as well as many others. The problem is that some of these games are too hard, at least for a person of my limited tapping abilities.

Options rather than cheats would be a good idea. *Interception* has a free-flight mode, why couldn't *Test Drive II* have an option to have no other cars on the road?

One of the main advantages of computer games is that you can play them whenever you like, without the hassle of going to the local arcade. Why

not play it NOW you like as well as whenever you like? The idea is not to be ideologically pure and not cheat, but to enjoy the game and, yes, *Thomas Pearson, Wellington, New Zealand.*

There's no way that TGM can consider piracy under any circumstances. It's killing the industry, and as such it can't be anyone interested in games at all sort of the spectrum. This includes the Super. Why do you think 30-bit software is as expensive — comparable even to going to live theatre several times around.

As regards customising software, there's no charge to consider. It's a pity if you've bought the original product in the first place. Just like a car has options added to it as a standard fitted. At once the new version is given to someone else, then creating another copy from the original, it is pirated. If you want a version like someone else's then go buy your own original and get somebody to customise it for you. Free! Better, leave machine code and write your own game. That way you can blame on me but yourself.

However, it's an interesting fact that some 30-bit games have been a built-in cheat. It's just a case of waiting a month

or so for it to appear in a magazine. Most programmers put cheats in to help playtesting. It's not a huge problem. *Robert Dunning* made things. (Usually they have only little idea of all what's really in the game.) 15-bit games are slowly getting easier modes, where all games have cheats — if only we could understand the Japanese mind of *Samurai*!

Get rich quick

Dear TGM

I've found a brilliant way of making a living: to be a free board member.

WAY ONE (The Hard Way)

- 1) Become a programming genius. (This may take a bit of time and effort, but persistence.)
- 2) Write a game.
- 3) Make enquiries.
- 4) Sell it up.
- 5) Oh. Optional if you're a god from Poppleton, as many people writing to *Readerpage* want to be.)

WAY TWO (The Easy Way)

- 1) Start a software house.

- 2) Transform a brilliant concept into a totally new game.
- 3) Hire an illustrator.
- 4) See point 3) of *Way One* to end...

I was just about to patent *Way Two* when I discovered that *MS-DOS* had already used it to *CRASH* *IBM*! Instead, Oh, and I noticed a nasty mistake in one of your early issues. At the top of the *Money Desk* column the word *Warrior* was written — for no apparent reason. Many errors, that.

New into the subject of 'My computer's better than yours'. I'm sick of it. Myself, I've got a *Game calculator* and that *Draws the Commodore* and the *Spectrovision* out of the window. Why aren't more games released for this brilliant machine? Its graphics and sound potentials are out of this world. And don't say it's too old, just think how many are still being sold! Please increase coverage of it, might be time to upgrade to a Turbo.

Continued from *Way 2* a *Game virus*. It's called *Chameleon*. I think I posted it up in a basket from a Public Domain language in dipping your calculator in a basket of chemicals a possible cure? Can any other *Game virus* and there help me? **The Miskin Wain**

New USA correspondent

Dear Sir

I bring the latest news for customers at least) from the States, a land where computers rule capitalism. Although the hard-hat minis are now selling well and the desktops are still dominating the course of life for nearly 20 million American yuppies minis. Penalties of the *Interposition* VTE (like the K) and the *Commodore* *Magnum* (basically an *Amiga* 500, but otherwise same as the *Atari* with a different controller format) are due for presentation next month and as in the screenshot to the PC *Engine* (the originally named *PI Engine*). It's estimated to have graphical capabilities similar to the *Parasol*.

The *Maps Drive* and

Paradise are also selling like hot cakes and there are about 200,000 available per

machine (long the *SPARC*). Maybe the *Multi System* is the hot stuff in the US but just wait and see the *PI Engine*'s fully fitted home cabinet with 12 stereo sound channels, 3 3-D holographic displays (3D), three megabytes of *VRAM* memory and working *VR* goggles (but it costs 80 equivalent of nearly £500). By the way the games (including *Operation Mindwalk*) — *Mad*? *Par* *PI* — come on a loan deal and cost about £50 each. The only *PI* will still for about 250,000 units (assuming a 1000 possible home units full).

The official launch is sometime in early 1990 — can't wait to see it!

Rob Lewis, Company Poets, Gifford (East Scotland).

Ah. Another correspondent on the East Coast. Just what TGM needs.

Abstract

Forrest, Cheevers. What's this? Another Cystic Ostrioid? No. Perhaps engaged in growing faster than we thought (particularly in Cheevers). It is obviously a machine to keep an eye on. All you need now is a game and you'll have taken over the MIB machine room.

As for the Great Plains Church
idea, we don't think it's a bad
one. But only when it comes to
the

Kick Off ruined my life

1000

Hi to all you Economic people
and their in mathematics

Here's some cold hard facts about Cold-Off™ for all you Commuters out there:

On winning the League Championship, you start off with 100 and still, you take on seven other teams. You win some, draw some and disappointingly lose some. But then on game 15 you find you're in the lead by one point, with half time in that and only one game to go — you must win the last match.

[illegible]

Protect ninjas...

Dear Todd:
Right! I'm a stonier! And mega stonier, Stan! Chalkie, I'm so stoned I haven't just got a black belt with Neil Dorn, I've got a psychedelic rainbow belt with Joe Anderson and those Michaels. So there, I've got some stonies about your stonier cousin.

By the ninjas are sick of being portrayed as totally unimpaired, omniscient little sprits. Let's see some decent ninjas doing some REAL.

2) We're sick of all this 'My computer's better than your computer' stuff. Personally, I've got a Casio calculator and its grapher and sound potential shows connections also.

of the water. Let's see some more reviews for this brilliant, up-and-coming game machine. Instead of all those PC reviews we have:

In a bit of technical stuff more, how there are plans to release Operations 101 or Chess 101 or, the Philips Microwave? Why is it that no min-o-convex does even come out for it? Why is it always games with really long long titles like *House Lords* and *Robert Ruyter*?

**The Well-Wood House,
Poppleton, Cheshire.** (Near
where Captain Wood Range
settled.)

And you're sure of this: My computer's better than your computer's stuff. There are more, just four months ago, thinking "Right, that's better" it, the Amiga's the best" when along should come the ITC. Two days later, of course, we saw the spec and dismissed

is ultra-powered and more powerful, more in motion too late? This is what we are concerned the Archimedes A3000 in the office. After a time they were disenchanted — they wanted to do for us to be concerned, the Archimedes has it. So we'll have lots of this IBM computer's latest — probably still a new computer comes out. They're going to make machines, the PowerPC, the PowerPC, lots of words, but great distribution — it'll be all the high-end stuff — but it's not out yet the support of software companies. Although increasing number of PowerPC introductions are showing an interest — adapting their products specifically for the PowerPC. Apple, I'll prefer a substantial price on a computer — this may stop. Why play the game when you can't win it?

out that it's not over after all. You have to play another match, then another and another. STOP!! No, it goes on and on... you have missed the Twelfth Day.

They are in a horrendously
long-run, you start the game on a
wrong they will think we are not,
otherwise mean.

You will again and again, but still you never reach the top of the ladder. And do you know what? After you understand the ladder's work, the work-

have played open back to open. A strategy that's similar with the market all around.

KICK OFF is a good football game, but what good's a football game when you can never win the league. This game could be the death of you — it could bring out a nation.

Michael Jones, Birmingham.
PS: If you pass the letter Q on the street at the next game, will you?

Other internationally renowned experts include:

We have nothing but our sincerest sympathy — especially with the Commodore 64 version. We've been playing the Amiga version since it arrived in the office, and have come to the conclusion that it must be the most rugged game of the year. However, on the Amiga version it only adds to the fun of games. After all, Scotland's a rugged sort of country.

UNCLE MEL'S TRIVIA QUIZ

- 1) What is a catalyst?
2) Who has admitted to computer addiction on his latest album? (a) Scorsese (b) Kiefer Sutherland (c) Dale Gribble (d) Ray Parker Jr.
3) Which six-inch item has been recently become a computer connect?
4) In which year was the 3.5-inch disk drive introduced, and by whom?
5) Which Russian word means possession, the title of Chekhov's
- and which US movie indicated the Three Mile Island disaster?
6) Apart from being a genetic rock star, which software house does Neil Young belong to?
7) What's unusual about the rubber tire on Windows 95a controller?
8) Why are Level 3 calling advertisers, and why are Program

- 9) In *Eighty-four*, Robot is computerised robot discipline is made of a human. Who played both parts: a) Linda Lovelace, b) John Cleese, c) Keith Chegwin?
- 10) What does Missus Jane Marple do?
- 11) Name at least four software features named after wildlife.
- 12) Which was water system first used for

- children's games category at 1805, to 1808.
c) 1812?
- 13) What's the difference between extracting is fossil and Jeff Blom?
- 14) in which Cretaceous adventure does Ham Burger star?
- 15) Name the dead jockey and the Olympic athlete recently exposed and in Commodore promotions.

- 16) Please give the answer to the following little sum, 1000 minus two million equals...
17) What scrambled titles are in these unsavory inventories: Los! Slip Up, Whyster's Props, Gang Digs Hot Dogs?
18) What is unrealistic about the two speed championship contenders featured on the cover of *Goatskin Review Magazine*?

Keywords: child sexual abuse; disclosure; disclosure strategies

- T) One million: million
 instructions per second,
 or any game for the
 title.
 B) Make: Diner.
 C) Diner.

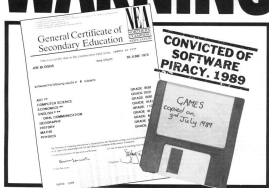
- 4) 1982, by George
5) Chaker, The China
Squidoo.
6) Imagined.
7) They are comput-
erized, solar-powered
and feature a voice
chip.

85. Lack of profit due to discounts and piracy.
 86. Keith Chagrin.
 87. The formal grouping of three water constructs together in one place.
 88. New-Data, (Cincinnati)

- Pined, Hammock,
 Pined, Red Hat,
 Sandpiper,
 120 Hills,
 120 One's mined out of
 its stone, the others,
 soft, reject them.
 140 Doves

- 15) David Jensen,
Texas State Board
16) Anderson
17) Popovich
Hyperspace, cited in
Coburn
18) Thomas Keller

WARNING



A RECORD TO BE PROUD OF?

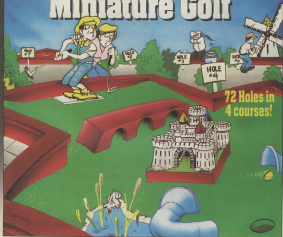
If you pirate software you are a thief. Thieves will be prosecuted

THIS CAMPAIGN IS ENDORSED BY
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Any information on piracy
should be passed to
The Federation Against Software Theft.
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Hole-In-One Miniature Golf



Hole-In-One Miniature Golf combines digitized sound, quality graphics and superior playability with realistic ball play to give you the best miniature golf game made!

Utilizing the mouse (point and click) interface, Digitek Software has created a game that will challenge adults yet is so simple to play that children can play as easily as adults from the very first game. This game supports up to 4 players making it one of the few games that the entire family really can enjoy together.

Hole-In-One Miniature Golf is 144 Holes-of-pure fun in 8 separate courses that give you classic miniature golf as well as hilarious fantasy holes. The digitized sounds of the crowd, the ball, and special effects all add to the fun and realism.

Another revolutionary game from the company that brought you Yungler's Empire, Airings and Hollywood Poker — Digitek Software!

£24.95

**Digitak
Software**

Brooklands, New Road,
St Leon, Hunnington,
Leamington CV34 4BG
Telephone: (0482) 486491
Fax: (0482) 486423



sample screens shown here

Robin Candy's PLAYING TIPS



Now for one. Perhaps, instead, you can choose diamonds. What

were could you ask for? Except maybe a case of Lamm Tange or some new old gloves (that, that). We're getting very hectic in the office now. Mark has taken to wearing flannel and standing around like a Christmas tree, while Warren's a dual pager for Babbage, complete with real voice and leather harness.

Not enough of the silver hammer, what about the fist? Guess I'm particularly looking for information to include Sea City, Shaky 'Y' Shaky, North and South, and Babbage! — Is, anything else and not a dagger to play!

Tusker (C64)

Here's the third and final installment of tips for System 3's romp in the jungle.

Collect the small, gold nuggets found on the start screens (there are seven all together). Before collecting the nugget from the water, use the singlet to kill the strepser. Enter the cave in the side of the mountain and move right till you reach the temple entrance. Now punch the monkey with the nuggets and it should move back.

All the statue in the temple is called the water. Then kick the door on the inside screen to release a spider. After the spider has disappeared, collect the can from the floor of the room.

Now, collect the coin from the room with the large plant in it (there's, you can't kill the plant). Then collect the ham-

mer, shoot and pluck from the next room. Use the hammer and shoot and let the star in the room with the monkey and the lei should open to reveal a broken ice. Collect this coin and enter the room with the empty table. Supplement placing the coins in different orders on the table. When you've found the correct order, a door will open into the final screens. Place the plank across the chasm. Walk across the plank into the final set of screens (the elephant's

graveyard is only a stone's throw away now). Place the gold nuggets on the scales to stop their moving, which in turn opens the final door. Go through this door to complete the game.

There is a cheat mode which works on all levels. Move to the bottom right-hand corner of the first screen on each level. Then put the joystick in port one and press fire. You will now be transported to the last screen of the level with all objects fixed.

Wait for another chance to hit him.

Level 2, Part 1: When Annihilation rolls towards you, jump and wait for him to stand up. Then use the shield to deflect any fire and hit him once. Now go backwards and repeat the process till he's dead.

Level 3, Part 1: Edge towards Muschman and hit him with the tip of your sword then retreat immediately to avoid any retaliation. Repeat this until he's dead.

Level 3, Part 2: A really nasty level. You have to fight a Trojan with exactly the same weapons as you. So use a mixture of techniques learned on the previous levels. Once you've killed him you've only got another four months to make through.



Mike Tyson's Punch Out (Nintendo)

M.O. Office, London

Enter code 907 283 896 to jump straight to the fight with big Mike himself.

the RUN button when on the title screen. You will be presented with a much harder game.

Trojan (Nintendo)

Check Wang, Runny Underground Rooms

Level 1, Part 1: There are three main hidden on the wall at the top-left corner — 3000 points.

Level 1, Part 2: A powerup is hidden on the wall to the right-hand side.

LEVEL BOSSERS

Level 1, Part 1: Run straight to the Hammer Brother on the right and hit him. Then jump towards the next Hammer Brother till you are close enough to hit him.

Level 1, Part 2: Use the shield as protection against Iron Arms' arms. Hit him when he is close enough, then put the shield back on immediately, run back and

Operation Wolf (Amiga)

Someone who signs themselves simply as Vark sent in the following listing which will equip you with 26 ammunition magazines and 28 grenades. First, turn off your Amiga for ten seconds then turn it back on. Load Amiga Workbench, then AmigaDOS, then type in the listing and save it to disk for future use. Then run the program and follow the onscreen instructions.

```

10 REM OPERATION WOLF
10 CHEAT
20 CHECK=0
30 CHEAT=500000
40 FOR N=1 TO 10
50 STEP 2
60 READ A1
70 A1=VAL("A1")+50
80 CHECK=CHECK+A1
90 FOR N=1 TO 10
100 IF CHECK=500000 THEN
101 PRINT "SEARCH IN DATA" END
102 CALL CHEAT
103 PRINT:PRINT "PLEASE RESTART OPERATION WOLF DESK 1 IN DPO"
104 PRINT:PRINT "NOW RESET YOUR AMIGA AND OPERATION WOLF"
105 PRINT:PRINT "WILL NOW LOAD WITH CHEAT OPERATING"

```

Galaga 88 (PC Engine)

Stephen Recreations, High Wycombe

If the game is getting too easy for you, push up and press

Battlehawks 1942

(All formats)

SA Hardy from Sheffield has earned himself £50 of free stuff with a T&M Travel for this comprehensive playing guide to the excellent *Battlehawks 1942*.

1) The procedures awarded during the game for successful completion of a mission are coded (America only). Ensign, Lieutenant Junior (Japan only), Lieutenant, Lieutenant Commander and Commander. American pilots are more likely to be promoted than the Americans.

2) Learn to fly the planes of both sides effectively before embarking on any missions. Japanese planes are armed with a 20mm cannon and are very manoeuvrable. However, their armour is weaker than the American planes.

3) Bombers are difficult to destroy because they fly in tight formations, attacking from the side leaves them vulnerable but this is not always possible. One good tactic is to fly behind and slightly below the enemy plane. If you are positioned correctly the enemy's rear gun will not be able to destroy you though in the back end you can destroy the enemy at will. The danger of using this tactic is that some planes fly very low and

it's difficult to get into the rear position.

4) Torpedo attacks generally do more damage than dive bombing. The Japanese torpedoes are more effective than the American ones — a carrier will normally sink after just three direct hits. Try to launch a torpedo as close to the target as possible to inflict even more damage.

5) Destroy the enemy Combat Air Patrol before starting your bombing missions. During the time your fellow pilots will eliminate some of the enemy vessels. If they score hits, at the Battle, because they will boost your own chances of promotion. They may even complete the mission for you which alone you should aim to do. The scoring system is that shooting down enemy aircraft is a great advantage. Another advantage is that burning vessels take less or no fuel, so you will have an easier time during your attack.

6) Japanese pilots try to lure you into attacks against steel shipping. These are more likely to occur if at the Japanese have suffered heavy casualties early on in the mission or if they have missed with their warheads. Sometimes a Japanese pilot, if his plane is badly damaged, will aim at a ship before taking out.

machine STAR TIPS

When playing as the Japanese always try a kamikaze attack on your 1000 mission just before retirement. Try and aim your plane at an aircraft carrier because these are easier to dive onto. You will also receive more points during a mission if several ships are damaged.

7) If a mission is going badly, dive towards the ocean then fly towards any nearby ship, even an enemy ship. They will fire every available gun at you and although you will have to run the gauntlet of fire so will any enemy aircraft that dare follow you. As the last gun are very inaccurate, there is a good possibility that they will destroy their own aircraft.

8) A good way to dive quickly is to start your descent as normal and then switch to the rear gunner's screen. The altimeter will now spin like crazy, many times faster than the normal rate. Remember to put up before hitting the sea. This tactic always works when flying over. So you can easily catch up with distant enemy planes. However, if you try climbing, the plane will just stall.

Batman — The Movie

(Amiga)

Tony Phelps, London. Type in 'JAMMATE' on the title screen. The Batman logo will then flip upside showing that the cheat mode has been activated. You will now have infinite lives.

2048, 515A, 4B5C, 800C, 4D9F
2448 DATA 8000, 4C08, 33FC
8008, 0008, 0000, 30FC, 0000
254 DATA DATA 0000, 004E, 4E4E, 0000

Enduro Racer

(Sega)

J Board, Norfolk.

On the title screen, roll the joystick clockwise then anti-clockwise to select the start level.

Shadow of the Beast

(Amiga)

H Pannington, Wilt. Load the game as usual and then when the Beast logo appears hold down the joystick fire button and the left mouse button until asked to insert disk two. When the game has finished loading you will have infinite lives.

We know everyone else has printed the too, but, yes, you don't need any other mags, do you?



New Zealand Story

(Spectrum)

Mark Saunders, London.

On the title screen type in 'PUFFY' and the word cheat will appear onscreen. You will now have infinite lives.

Pac-Mania

(Amiga)

Another program from the publishers. Just like the same procedure as the Operation Wolf game to get the program working.

10 PRINT PACMANIA CHEAT
20 CHECK=0
30 CHEAT=500000
40 FOR N=CHEAT TO

```
500000 STEP 1
60 READ A$
70 A=VAL (A$)+50
80 CHECK=CHECK+A
90 PRINT A$
100 IF CHECK < 245000
110 PRINT PRINT "SEARCH IN DATA BANK"
120 PRINT PRINT "PLEASE REBOOT PACMANIA, DATA IN DATA"
130 PRINT PRINT "AND PRESS A KEY". PRINT
140 PRINT "OK"
150 PRINT "OK"
160 PRINT "OK"
170 IF CHECK < 245000
180 PRINT "OK"
190 PRINT "OK"
200 PRINT "OK"
210 PRINT "OK"
220 PRINT "OK"
230 PRINT "OK"
240 PRINT "OK"
250 PRINT "OK"
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9950 PRINT "OK"
9960 PRINT "OK"
9970 PRINT "OK"
9980 PRINT "OK"
9990 PRINT "OK"
10000 PRINT "OK"
```

Ikari Warriors

(Nintendo)

Alexander Smith, Loughlin. To continue the game once you have lost all of your lives, just press buttons A and B continuously till the game restarts.

Mr Heli (C64)

Ken and Mark, *Stratford* from *Manchester* send in this map for all three levels of Mr Heli. If you're having problems

progressing through the first level you should always skip straight to the other levels with maximum waypoints and links using these codes:

Level 1: CAAABAAAAB-
HAAADCKK
Level 2: GAABAA-
GAAABGAADCFD



Space Quest 3

(All formats)

Simon Martins, *Barnby*

Look at the screen then click on the navigation system. Set a course for M10000. Click on light speed. Once in orbit click on land. Now go to the back of the ship and push button. If at any time in the desert you find a 'Scorpius', walk off the screen then go back. Whenever you do, don't go south from the start position because you will be eaten. Go east, north, north, east and enter the building. You will now be in the World of Wonders. Select 'show gem' and haggle with the salesman until you are offered around 400 backlogs. Buy the underwear then leave. You will now encounter the Terminator. Go west and into the boat. Then walk into the elevator and push up. Walk upstairs and over to the nearest pulley. Make sure you are facing right. When the Terminator is alongside the cog, using the pulley. Walk to the Terminator's remains and take the belt. Now go down the elevator with Peltier then go south, west, south and go into the ship. Go to the pilot's ship and look at the screen, then the engine. Now take off and look at the screen again, click on the navigation system and set a course for Monolith.

Bugers then switch to light speed.

Once in Monolith Bugers, walk west to the Auto Chosen arcade machines. Look at the machine and insert a backlog. Every time you land you get five points. Keep playing until the game refuses to start you with anymore points, then walk over to the employee behind the counter and order a hot meal. Pay the employee. Walk to an empty table and eat your food. Now walk back to your ship and enter through hatch. Set course for Origa. Once you have landed, move to the back of the ship and west underwear then push the button. Go south, west, then proceed carefully west across the rocks. Wait for the man to leave, then walk over to the grate and take the Terminator. Go east, east, north up the volcano, north, towards the machine, west down the steps, up and around to the east. Now walk over to the ladder in the middle of the screen and climb up it. Walk to the top and throw the detonator. Climb down, then go west, south, south, south, west then west again. Walk to the accelerometer and take the pole. Go north, use the pole, then go east then north to the ship. Take off and set course for Festive.

Indiana Jones — The Action Game

Sam Isaac, *Canth*
Hold down F, I, B and M keys on the title screen then use keys 1 to 4 to advance through the different levels.

terribly slow.

3) Multi-directional — good when islands are coming at you from all angles.

4) Archer — doesn't do much. So if you haven't got the weapon to spare don't buy it.

5) Bomber — brilliant. Buy this for your weapons as soon as possible.

Forgotten Worlds

(All formats)

Non, *Chic*, *Shing* from *Huddersfield*

ONE PLAYER MODE
General

1) When you start, run at least 4500 frames and buy all the items in the shop except the newspaper.

2) Always get the other player to do all the dirty work, like the lighting. On the paramecium get

your man behind the other player so that the bullets don't hit you.

3) Get the other fighter to suicide but remember to switch it off before you enter the ship.

4) Buy the multi-cannon for the other guy.

5) Weapon — very useful especially with a laser.

6) Laser — very powerful but

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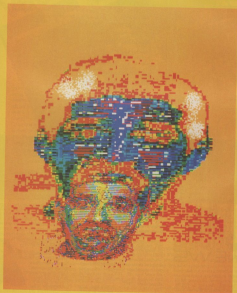
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JANUARY 1990

VOL. 2

IMAGINATION *Workshop*

AMERICAN COMPUTER ENTERTAINMENT



CONTENTS

THE

As a result, many studies have been conducted to investigate the relationship between the use of the Internet and the use of other information sources. For example, a study by [1] found that the use of the Internet was positively correlated with the use of other information sources. Another study by [2] found that the use of the Internet was negatively correlated with the use of other information sources. These findings suggest that the use of the Internet may have a complex relationship with the use of other information sources.

[illegible]

RUMORS
& NEWS

Dustin Clark Software (known for their great DC Formatter shareware programs) are releasing their first commercial product for the ST - DC UTILITIES. Priced for \$29.95, the five programs translate to less than \$5.00 each. Inside you'll find a Squeaker that reduces programs in size so they take less space and run quicker. Two ABCs courses

IMAGINATION Workshop

NEXT ON LINE

There are times when staying home in bed is the best defense. Join Bruce Willis as he makes life and death decisions in *DEATH*.

FROM BEHIND CLOSED DOORS

Amat's color LCD hand-held is nifty hardware and software. For a look into both, let's go to the source - the wild and wacky guys who created the U.S.9000.

PULL IT IN

It's all motion this time. Learn how to swim. Then go ahead and swim. Finally, learn to keep ahead of the mess swimming at you.

INTERACTIVE GAMING

Stamen: long, slender, green; filaments yellow; anthers yellow

About the Course

The only kind of Head to be is a Computer Head. Digital effects combine with conventional photography to create the look - pictures don't do the job. Created using a 35mm Minox camera, Ego View Gold, Photo Print, a Panasonic Hi-Vi video camera, and a digital special effects sequence.

MESSAGE FROM THE MARSHAL

EVOLUTION IS IN YOUR HANDS. More than just a catchy phrase, it's the fact when it comes to the new hand-held game console. They represent the freedom to learn old methods before the same way that transistor junked vacuum tubes, so will the flat video screens replace the traditional monitors and C.R.T.s now considered state of the art - one example being Hitachi's 7 pound, screen-replaceable VCR with all the features PLUS a pop-up 5" LCD color screen. Hey, new technology is inevitable, at least as long as ideas aren't forced to hold back due to marketing or self-appointed experts. Creativity is purely driven. Because the human condition doesn't stand still. Or maybe because kids (and guys) just want to have fun. Oh - regarding the Cover Data snafu from last time, it was all a ploy to enable us to celebrate our first anniversary with the second issue (and good excuse to throw a party...).

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

directors (and as a disk accessory), a way to customize desktop information files to use anytime, and a keyboard command system. Version 1.1 is included in 3.0 packaging - the address hasn't changed, it's still Post Office Box 741286, Houston, Texas 77274.

There's also talk of a new desktop replacement package, similar in concept to ThinkPad, but requiring less memory and with "greater" connectivity, to T20.

Most musicians will want to check out DeT's upcoming MIDI-A. Features will include the ability to modify and recall gestures in progress, all with many mouse control. An unfinished version can be had for \$99 (which can be applied later towards the final product) will come ships off. DeT's can be found at 2205 Highland Street, Suite 2006 Channing Hill, Milwaukee, WI 53212.

Vegas, Mastercard U.S. is still playing strong at their arcade-oriented **SILVER SLIPPER** game. A big project - new programmes means that it isn't new machines all those

Internet's ST partitioning product. **REVENUE**, is scheduled for an update to include parallel use with Amadeus-Clear's go-**DTTO** 3.000 simulator. The boys say that writing the code to handle MSDOS will take about 15 minutes, but they're still waiting to get the board to work with. For more on Internet, write to 3030 Clark Road, #200, San Jose, CA 95128.

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Enemies are Off



Put yourself in Bruce Willis' shoes, or - make that bare feet. You're a New York cop visiting L.A.'s land (Los Angeles) in the hopes of coming to terms with your estranged wife who's now a top exec of a large Japanese owned corporation. You arrive amidst a Christmas holiday party of massive proportions, feeling completely out of place, out of touch. Her less than enthusiastic greeting doesn't help much either.

To this point, *DEAD HAND* seems like a soap opera. Things change radically, however, when you go to the bathroom to wash up and start misreading your soiling feet. As timing goes - it stinks, because this is when terrorists decide to enter and start ugly fun and games. They've got everybody wrapped up real tight and tidy. The only Wild Card is you. Which means pretty terrible odds: a police 38 caliber revolver versus a bunch of deadly professionals, automatic weapons, and a room full of hostages. What's *RAMBO* when you need him?

Digitalized sound and images are taken from the film. Graphic accompaniment adds to the mix, with arcade action happening when you least expect it. Try to acquire better firepower, avoid being discovered, look for objects that might prove useful. Time is not an ally though, with the bad guys pursuing their defeat of the master computer as to negate the access code and open the company's vault. Once they get the plunder they've come for, the hostages are expendable. And you know what that means.

Forget the movie and live the reality. Attempt to not only stay alive - but take the terrorists out. As in violently. As in *DEAD!* This is not exactly the time for singing carols of Peace on Earth, initially for the *DEAD*.

MEDIAGENIC:

3843 Bohannon Drive Menlo Park, California 94025-1061

BABES IN SILICON LAND



This is gonna be strange. Here we are in Palo Alto, just 5 days after California has been hit by one of the worst earthquakes of the last 70 years. Around us is a lot of stuff in less than great shape. We're heading for a ramshackle industrial complex, pronounced structurally sound, less than 25 miles from the epicenter - to meet the two guys responsible for the Lynx, Atari LCD hand-held game console. We don't expect Dave Needle or RJ. Mind to behave. It's just not part of their nature - even though we've promised them the freedom to say whatever they feel like. Before we let them loose, let's describe the two so you're prepared. Remember Laurel and Hardy from the movies? Or how about a beach ball lying next to a baseball bat? RJ is tall, and fits you with a persuasive stare - you get the impression sometimes that he'd like to pop out his eyeballs

and juggle them. Dave is more robust, closer to the Earth (I e-shooted, with black hair that tries to defy gravity and reach orbit. Between the two, they developed the Amiga (Dave = hardware/RJ = software), which certainly was an achievement. One which they feel they've more than matched with Lynx.

"You know how we met?", hark out Dave. "We were both working for Amiga - the privately owned company before Commodore bought them. I had gotten in with them because I saw what a neat machine they were thinking of. I've always built things - things that DID something, not just sat there. And always in hardware. I did an entire Star Trek-type game ALL in hardware - laugh! Anyway, after working in New York and then moving to California, I heard about their company and ran to join them. It was a CES show in Chicago. RJ

and I were setting up the booth, and getting sweaty and absolutely dirty. We needed some 'bits' to finish the wiring (making sure not to let the unions loose), so off we headed for an electronics store. Along the way we discovered how similarly we thought about things. He was the first software guy I had ever met who had more than an inkling of the purpose of my work, which is building hardware platforms that you can launch software from."

RJ interjects: "Yes, you see we both know the other and, both have worked in soft/hardware - but I could never get hardware guys to UNDERSTAND what I was doing. Dave couldn't get software guys to UNDERSTAND what the guys could handle. We found ourselves a great match."

"Yeh," interjects Dave, "but what I was gonna add is that we stopped at your house and saw your sister who was the girl of my dreams. And maybe hanging around the guy..."

"The two are getting a bit feisty. We mean to Plan A, which involves rope, and they quiet down. "Two years ago," says Dave, "we were sitting in this nice restaurant with Dave Morris (formerly head of Amiga), talking about new projects after our stint at Commodore. We came up with the idea of doing a hand-held, and of starting a company

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to do all the good stuff. But instead, we opted for going through Epps, which sold it off to Atari.

"LYNN is a tough act to follow," notes RJ. "We really put it all in there. We had a developer's conference recently, and people stood up and cheered. They never saw a system that did the work for you like this one. Dave's hardware takes care of all the grunt work, it let's you concentrate on being creative."

"Not to forget RJ's software-developing kit. It runs on the Avriga, with multi-tasking windows so you can pop between music and graphics and code at will. There's even a special debugger which links up to LYNN through the parallel port, and is also a hardware analyzer."

Nothing's wrong with this mutual admiration society, but weren't there ANY problems in getting the hand-held to kick over?

"We had a tough time with the display," groans Dave. "We tested and tested (all in the name of science, if you're all kinds of geek). They kept looking lousy. None of the Japanese companies would have anything to do with us. Then we found a new glass from Citizen, so new that they hadn't even used it in one of their TV products yet. We got along with these guys."

"We got along because Dave likes to get up and sing in those Japanese clubs where you lip-synch with the music."

"I thought it was because I'll not anything placed in front of me!"

"It's kind of funny too," says RJ. "Dave has a hearing problem where he's affected by the low boom-boom bass in music, so he stays away from

all but elevator tunes. That's why there's four-channel sound, but not stereo. He says he's not interested. That reflects on the way he sings. I guess the Japanese were amazed."

A dirty look at RJ before Dave continues. "While we were able to get the glass problem dealt with - there were other features we wanted to include, but couldn't. Like an incremental control, an 'Accelerometer' that would eliminate that joystick altogether. You'd just sit in the entire unit to the left to make the car or plane go in that direction. Or up and down. But the parts cost too much, so easy that went."

"The same with trying to do a stereo output - too expensive to produce," RJ points out.

Those fortunate to have preordered the unit (but not any time now) marvel at the quality and playability. Running at 16 MHz, on a 3 1/2" diagonal screen in 38 colors from a palette of 4,096, with unlimited sprite control - this ain't cheap! Big enough to grip securely and handy to play with - under the covers. With a double set of fire buttons and a "Tap" mode for lefties. California Games comes with it, and it's nifty to watch the little Surfer (actually a pretty big image) go through a wave, with his image flickering as the water rushes

in front. But what about the other games completed while you were with Epps guys?

"Keep in mind that the names have now been changed," says RJ. "Time Quest and Treasure Chests is now Guardian 3. ElectroCop and Rampage are now games also. We did finish another one called Chips Challenge, but it's doubtful that it will be marketed this year. I'm still very partial to Games of Zandrona - great explosions!"

That's nice, but are there any secret tricks or "Easter-eggs" in the games? "Tell them about Guardian," prods Dave.

"Okay. You know to move around fighting and things and gathering treasure. Help from your friends is possible as you can easily connect up to 8 players through the system - each seeing his/her own perspective on the game. Now if you do things just right, there's a special level where you can walk through a wall and discover a whole new set of monsters. All with the digitized faces of people from Epps, including ourselves. This game also has a digitized opening sequence with the main handle jelling at you."

"There's a lot of areas yet to cover," muses Dave. "More 3-dimensional perspective use, a road-race game would be nice. Blue Lightning is a great 'afterburner' type, but viewing all the action from the cockpit would make for a neat game."

RJ concurs. "I'd also like to see games that will use the battery back-up feature of the cartridges for extended play going on over weeks or months."

As we urge the two from their chairs, we ask about future plans. "Hard to say," remarks Dave honestly. "We're two agents right now and talking to a lot of folks. Anybody out there with 6 million dollars to invest? We did LYNN for 4 - with some cost errors - so it wasn't really go down well. Some checks made out to me - Ed RJ looks out the window at the mostly undamaged landscape, and notes that the dog's the best. "And after what we've been through - it's safer too," he winks apologetically. In other words - they're not saying. But whatever the future brings, it'll be another example of their not just pushing against the technology envelope, but folding, bending, tearing, and mutilating it.

Saw your sister who was the girl of my dreams.

PLUG IT IN



ZOOMIN' AROUND

Your fighter-bomber misses the primary target. Gulping fuel too fast for comfort, you must head for the secondary quickly or the mission is a total loss.

Which means checking the map. More and more action simulation games require using a map in order to plot the course between where you are, and where you need to get to (flight sims go without saying). Some programs run in "real-time" and have no sympathy as you fumble over points to align and numbers to write down. What is needed is a tool that will enhance these missions, helping you get there fast!

Answering this need is **STRIKE FORCE NAVIGATOR** (yes it does look a bit like a see through pancake flipper). Just place the 'NAV' on a paper map, or computer screen and line up your current position using the engraved 360° compass. Then use the joystick or mouse to set the heading to that direction and off you go.

STRIKE FORCE NAVIGATOR is 100% compatible with all computer and video entertainment systems. Flexible as well, so don't expect it to sit up and sit. Plus it sports a distinctly military look and feel. So when the going gets tough, now get going **FAST**.

ADVANTAGE ACE:

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SPEED RACIN'

Model cars are a great way to get your hands on an exciting machine in miniature. They're even better when you can re-them up and watch 'em go. Forget the mess of gasoline motors, now there's a new breed of small, battery powered racer that'll run on standard 'AA' cells. And these little guys'll speeds of up to 30 miles per hour!

That's faster than you can say "Pedal to the metal." Smokin' might not be pleased, but there's going to be a lot of fun had as they become available. Coming from numerous toy makers in various styles and shapes (some with interchangeable, charged-up motors), one of the first to appear are the **HYPER DRIVERS** from Iowa. Run them right out of the box, no assembly required. Eight styles, and low priced (\$7.99 retail each) - they're designed for stunts and collisions, whether running wild or placed on a track. Our favorite is the **Vicious Viper**. We took him outside for a test run more deadly than most: the New York sidewalk. Ran a good half of block before jumping the curve and being stopped by the side of a Chevy. Didn't hurt him though, he wheels as still spinning today. Oh - almost forgot to mention, but the car makes very satisfying **WROOMING** sounds.

TOMCAT:

6000 Cedarwater Drive
Minnetonka, Minnesota 55341



PIPE ME TO THE STARS

As a career choice, plumber seems to have it made. You work indoors, the pay is good, and asphalt makes trouble - tap them on the head with a wrench. That's not the case with **PIPE DREAM** though. Here you must build the longest possible continuous pipeline - staying many steps ahead of a stream of **FLOOD**, a deadly sewer cleaning fluid that is doing its best to overflow out into your face.

Pipe pieces of various lengths appear randomly, and must be quickly placed into position. They can't be rotated either - but you can replace an existing piece that hasn't yet been filled by placing a new one on top (you lose some points, but that's life). The old pipe explodes, by the way. Provided that you can stay ahead of the flow, the round ends once the counter reaches of the total number of pipe pieces required. Then it's on to the next level.

With 24 increasingly complicated play levels, lots of color, a slow motion training mode, and one of the most beautiful looking pipe protection wheels in the business (the **Pipe Vision Guide: A Plumber's Helper**), this game has the tendency to get just a bit nerve-wrecking. So it's just as well that there are three playing modes, with Basic popping the pipe out of a single dispenser that also shows what the next five pieces to follow will be. Expert uses two dispensers for the pipe, while those truly competitive will go for the two-plumber option with player one using the pipes from the top dispenser as #2 takes his turn from the bottom.

There are those who might say that this game is addictive. They'd be right.

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Tonka's Hyper-Formance Race Track satisfies the basic needs of owners of the new super-fast race cars. The track can be configured into three different course layouts for stunts and two lane crisscross racing. They can also dragrace around curves before smashing into each other, much to the viewer's delight. Retailing for \$59.00, the set includes 16 feet of track and two Tonka Hyper Drivers cars.

"GIVE ME ONE RIGHT NOW" CONTEST



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Isn't it about time you got rid of that boring keyboard? LUCASFILM-GAMES knows that having one sporting a working Wintch has always been your dream - so 100 lucky people will now have the means for telling "bugs" and other small computer viruses that get too close. This one is a straight draw, just give us your name and address on the back of a postcard (or on a sheet of paper in an envelope if desired), and send it to us at the "MASTER" address. Please mark TAP-CONTEST on the outside.



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SOLIC: 71 Ocean Parkway Brooklyn, New York 11215 Retail - \$16.00 (\$4.00 shipping on overseas orders)

"YUP, THAT'S FOR ME" CONTEST

All you Gifs and Alysons out there - you know who we're talking to - probably want a Meggadot of your very own. SOLIC has parted with 10, so write us a short (50 words or less) essay on why you deserve one of these definitely Yuppie items. Place your answer on the back of a postcard (or on a sheet of paper in an envelope if desired), and send it to us at the "MASTER" address. Please mark YUP CONTEST on it. We'll let you know later who the judge to blame was.

CALENDAR OF EVENTS 1990

Winter Consumer Electronics Show (CES) - Las Vegas, Nevada
January 6 - 9

American International Top Fair - Manhattan, New York
February 12 - 21

World of Commodore - Vancouver, B.C., Canada
February 9 - 12 (tentative)

World of Atari - Disneyworld Orlando, Florida
April 6 (Trade) April 7 & 8 (General admission)



CONTEST

"ZOOM, ZOOM, ZOOM"

STRIDE FORCE NAVIGATOR is neat because it can be used with flight simulators, tanks, ships - anything that takes you from HERE to THERE.

Want one? Just name three programs, one each for air, land, and sea. The catch? They all must have been published by a single software house - and it doesn't matter for

which computer either. Write the name of the three programs and the company on a postcard (or on a sheet of paper in an envelope if desired), and send it to us at the "MASTER" address, writing ZOOM CONTEST on the outside. The first 25 with correct answers will receive a FREE. Good luck!



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Mail all entries to THE IMAGINATION WORKSHOP, Newfield Ltd., 47 Gravel Hill, Ludlow, Shropshire, England SY8 1DS.

Please mark the appropriate contest name on the outside of the postcard (or in the lower left hand corner (marked, as it is a bit easier). It's a good idea to put your name and address somewhere as well.

Now here we go again with the legal stuff. Eligibility is limited to those persons who have no relationship, no matter how remote, with anyone who works for The Imagination Workshop, Newfield Ltd., or any of the companies offering prizes. Only one prize per person may be awarded. Contests close January 30th, 1990. Unclaimed prizes may be offered as additional premiums in following issues.

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The Games machine

REVIEWS: PART 2

MAGIC MARBLE

Sphinx Software ■ Amiga

As you may have guessed, this is a variation on the Marble Madness theme, giving an isometric view of luffy high-tech platforms scrolling horizontally. Besides, are kept to a minimum, speed and little fiction being the main worries as slender floating platforms are navigated.

Graphics are quite plain, the platforms which make up the vast majority of the screen being simple and a little blocky, although scrolling smoothly, the stars beyond them moving in parallel. The marble itself, however, is much better, realistically shaded in blue with its highlights changing position as it goes. Music is repetitive but good effects are lively and there are some neat graphic pieces of presentation in the program — numbers appearing in 3-D and vector grids dissolving in time with title music.

Thought in general look and control

Magic Marble is close to the Atari Madness, it's combination of devious maze action and tricky puzzles places it nearer to Electric Dreams excellent (spontaneously) than you try to struggle through a difficult section, using different approaches, only later to find a much easier way using switches and special squares. Being put up against a time limit makes gameplay frantic but a password lets you go straight to a later level. The addition of a ship is a neat touch and one which also helps this tricky, challenging game. Recommended.

Machine rating 81%



body armour and fippers.

Missages all ready for rescue along the way, some in the buildings which line the route, but mean, end-of-stage bad guys can also take them, and they're sure not pushovers.

Bloody Wolf is an easily accessible but, let's say, violent. Unsaturated bloody (of course) violence is great fun, leaping around and mowing down, trusty gun always at hand, and is entertaining for a while.

Machine rating 70%

DARIUS+

The Edge ■ Atari ST £16.99

Darius was successful in the arcade due to the three-screen display. The Edge have taken ages converting this Taito coin-op, and just like the arcade counterpart there is no plot. It is simply: lay into the nasty bug-eyed alien hordes with every weapon at your disposal.

This is where Darius falls down, it's so hard you can never get weapons to match the enemy's. Disappointingly, the game is good and the range of weaponry impressive. However, the ship is so pipe moving it's almost impossible to get out of the way in time. And when you die, you lose all weapons — the Fattie Fish being impressive life is lost without every possible offensive weapon. You just can't win.

Machine rating 50%

BLOODY WOLF

DeoData East ■ PC Engine £29.95

Choose from a bald guy or a headbanded Schenckengeller type then march straight on in your horizontally-scrolling mission. Enemy soldiers attack from the right but you're armed with a rifle — later equipment includes a machine, dagger, grenades,



CROSSBOW — THE LEGEND OF WILLIAM TELL

Green I ■ Atari ST £14.99

William Tell is trying to save the population of the land from a fate worse than death. With crossbow in hand, Bill sets out to right wrongs, do brave deeds and turn aggressive folk into jolly couthens. Crossbow is controlled by icons, the buttons of the

screen is filled with them, and most bring up subplots.

You'll meet the locals on your travels, so help the simple village folk who will in turn help you, while others are vicious people who will stop at nothing. If you do suffer at the hands of the latter, pray you don't find by the helpful villagers soon.

The idea of using coins is a novel game twist here, but in *Overboard* the resource time is sluggish. Loading and firing the bow for example is a real stoner. Although this can be improved on discovering the steering device, allowing you to fire several bolts at once.

Graphically the ST version's okay, but doesn't exactly push the machine. Sound is a bit better, with good shooting sounds. But the coin controls are a **KILL**. **AW**

Machine rating 65%

OTHELLO KILLER

On Soft ■ Amiga (11.95)

Wow, *Othello* on computer! Well, almost. The counters are red and white (although their colour may be changed) and you haven't got the freedom of the board — counters can only be positioned on light-squared squares. You can play against another human or all one for computer skill tests.

There's not much you can do with computerised *Othello*. Killer is clear and functional but boring. Sound is a bang, a thump and the Amiga's built-in blatin robotic speech, plus a pathetically looped short music sample.

Okay, as *Othello* is a simple yet highly thought-provoking game, and the computer can be a very challenging opponent. But if you want to play the game against someone, it's so much more interesting to use a real, physical board and counters. If you haven't got anyone to play against, I'm sure there are many, many other one-player games you'd prefer. Try *Pictionary* instead. **WL**

Machine rating 37%

ROCK-ON

Big Club PC Engine (24.95)

Sing! A PC Engine with an amazing English storyline it's laughably badly translated, mind you, and is some tedious garbage about people being bored but some searching for Flax, a mysterious item that will bestow happiness and good fortune.

You are a 'Buster', one of the Flax searchers, and plot a little rounded spaceship. As you go on your journey, waves of alien attack and are obliterated with your cannon. Some leave behind items that, when collected, power up to three different,

ALEX KIDD: HIGH-TECH WORLD

Sega Mastertronic ■ Sega (24.95)

The Green Prince of Revolution, Alex Kidd, is obviously the sort of dude who'd like to read *TOM*. The High-Tech World of the title is in fact the name of his home world, latest and best video arcade and Alex is intent on getting there today, before it disappears at 5pm.

His on-line hunting mission is divided into three parts, parts one and three (the castle and the village) taking the form of four-screen arcade adventures. Objects are used and people met in the castle to gain pieces of map and in the village to get

the travel pass necessary to reach the castle.

Alex Kidd isn't going to break any boundaries, not for the Sega and certainly not for the games industry, but it's pleasant and playable arcade adventure that's easy to get into. The best construction that most between characters as they meet are a good laugh and add some sense of story and involvement to the game, although it would've been a lot better if you could select Alex's speech from a list of three or four phrases rather than him say the same old pre-programmed things.

There's nothing special about the arduous forest section but it's action is a welcome distraction to separate the arcade adventures. Overall, Alex Kidd: High Tech World's gameplay makes a change from most console products so is worthy of Sega's own attention. **WL**

Machine rating 70%



stronger weapons, fired with button two.

On *Dead Spikes* are colourful but in a fairly random manner, vague definition derived from other games: still. Horizontal scrolling is smooth, as is the slight vertical scroll (like *Engine R-Type*), but backgrounds are pixel, dull and repetitive so it's hardly worth it. Fast-paced music and enemy effects are simple lacking.

Yet another *Superman*-*R-Type* variant, this one distinctive only by its poor quality and jaw-dropping gameplay. Predictable-looking and moving alien waste into view, you zap a few, collect some items, shoot a few more bad guys, face an end-of-level map... Don't waste your energy on this. **WL**

Machine rating 20%

COMMANDO

Elite ■ Atari ST, Amiga (19.95)

Commando was the vertically-scrolling shoot-'em-up of 1984. Trouble is, the things have progressed a lot since then.

The 1984 release of *Commando* is as much a mystery as Paperboy's release four months ago. Elite would say that it's because the game's one of the most playable games of all-time — it was. So people really hoped to play teeny-quad for a poor conversion of an old arcade game? It would be okay if *Commando* was good, but its lost playability, has poor colour definition and is just as easy as the Spectrum version.

Machine rating Atari ST 70% Amiga 72%



WONDER MOMO

Namco Hudson Soft PC Engine (29.99)

I'm sure our Japanese correspondent, Shimizu, will correct me if I'm wrong, but it appears that the utterly long-haired Momo dominating this product's packaging is something of a cartoon (TV or film) starlet in the East.

In the game, she's the heroine of a stage play with an unusual cast of monsters to be defeated. Her job (level) scrolls horizontally but as it's on stage they're only a few screens in length.

While Momo generally defends herself with three different tools, picking up an occasional yellow and green (and sends her swooning) at high speed, destructive sparks shooting out from her sides. And when a tiny whitish envelope her she becomes... **WONDER MOMO!** In this guise she's packed out with armour and armed with a power hoop which launches off enemies, killing or damaging them.

Although it's a very straightforward game, *Wonder Momo* is great fun, looking and feeling like bad guys. Though it's set in an unusual location, customs and audience giving a weird atmosphere, its repeated late levels guarantee so much that when you reach all six, the first really tough one, you're likely to have become too bored to bother putting much more effort in. Try other Engine titles before this one.

EW

Machine rating 84%



GOLF BOY

NEC PC Engine (29.99)

This is a simulation of the sport of hockey... um, my mistake: golf. Up to four players can compete on three courses, their

VERMINATOR

Rainbird Atari ST (29.99)



become a *Verminator*, a hunter who kills all the nasty slimy creatures even uglier than yourself, so slumming the ancient, decaying era kingdom of Dardus.

You begin at the approximate centre of the massive tree, which flick-scrolls horizontally and vertical as the ancient roots burrow, lurch and turn around. He lives in a small which he uses to bludgeon the vermin to death but, by visiting a shop, he can add weapons and devices.

Initially, you have 1000 credits ready to spend, but that's only because you've got a loan at the bank so must eventually pay it back. Subsequent loans can be requested by visiting them but *The Mob* are much more lenient in who they lend their money to — but you have to pay them back at the

end of the week or they get pretty annoyed.

Visually, *Verminator* appeals greatly. It's all like a strange cartoon: stone columns, shops, teleporters and strange firing creatures mix with the eerie colours of the tree. The *Verminator* himself is clearly bad, an unusual ship with an excellent animated turning action and an amazing death sequence. Sound is top-notch and must put a couple of nice surprises.

But there's a very real limit on how long you can play *Verminator* without getting bored of wandering around, hitting creatures over the head with blunt instruments. Not quite what you'd expect of Rainbird.

EW

Machine rating 72%

Blue Angel 69

Magic Bytes Amiga (29.99) C64 (29.99) SAA (19.99) disk

Blue Angel 69 is a one- or two-player puzzle game with a difference. When you clear the board you are awarded with a shiny picture of a scantily dressed robot. The puzzle screen consists of a grid of squares. Each square has a number on it, and is one of two colours (signifying negative and positive values). You and your opponent take turns at picking up the squares. Your opponent has to pick from the squares on the above vertical line as the last square taken, and you on the horizontal. The player with the most points at the end of the game is the winner.

On the Amiga the pictures are obviously digitised with all the offending bits covered with metallic robot parts. The strategy game on both versions is fairly challenging, especially on later levels. Although, the computer can often make totally illogical moves,



thus making it infuriating and very hard to beat. Still, the concept is truly original and a challenge for puzzle fans.

Machine rating: Amiga 85% C64 85%

FALLEN ANGEL

Screen 7 ■ Amiga £19.99

He used to be a realist, the best, most efficient Guardian Angel in the whole of the New York subway system. But then his Green Devil brother died from a drug overdose, and searing vengeance he tracked down the puffers and killed them. Wearing his brother's beard as a tribute, he became a hitman — the Fallen Angel.

As luck would have it, he discovered a major international drugs ring based around the London, Paris and New York subway. So now you wiggle a joystick to make him kick and punch the many puffers he finds in London. You have to discover which stations to visit and the aim is to find and kill the employer then a fight to kill to get Angel to the next country's subway.

Both the backgrounds and sprites are very similar to Vigilante's. Bright, bold and detailed, the sprites having well-shaded faces. It's generally great to look at, despite simple animation and mildly juddery scrolling. Effects are predictable: great explosions and music is suitably dramatic and adequate. (Soundless violence usually goes down well so even though lasting interest is dubious, *Fallen Angel* is worth a look. **WL**)

Machine rating: 71%

SPEEDBOAT ASSASSINS

16 Bits ■ Atari ST, Amiga £4.99

You play a real high-flying marine asked to save four famous barflies from enemy forces using just a speedboat and a few missiles.

Viewed from above and behind, like the perspective of a racing game, the boat has to be steered between two lines of mines for the first part of each harbour. Then, with missiles, you must destroy enemy boats and the four communication towers which control them. Later, a helicopter increases your abilities with rocket launchers, speed, manoeuvrability and smart bombs.

The main sprites aren't bad but the horizon graphics and enemy sprites are simple and jerky in comparison. At least the water's jelly ribbons move smoothly but, though different, sound is bad on both versions: the ST has highly irritating white noise effects and the Amiga clatters long/broom samples.

The Amiga version's playable, so you

shouldn't have too much trouble reaching the weak shooting sections, while on the ST it's often frustratingly difficult as you have to go at a terribly low speed to reach the equally unresponsive sections. Although, both versions are not recommended. **WL**

Machine rating: Atari ST 41% Amiga 40%

MINDBENDER

Magic Bytes ■ Amiga £19.99

Though it put talks of grooves, wizards and magic spells, and graphics are appropriately designed for this, *Mindbender* is essentially Defektor: it's been complicated with the addition of sniper blocks, surprise balloons, snooded walls and so on, making the level completion even more of a challenge. If the 30 levels aren't enough, a designer option lets you create screens of your own.

Bright and bold (sometimes garish), graphics have very average detail, effects are simple, and music is remarkably repetitive, but it's a puzzle game such as this it's little problem. One of *Mindbender*'s strengths is being able to see the entire level at a glance and know where the boats should go but not knowing how to get it there! It's largely a matter of trial-and-error at first and even with experience lack, plays a part in the game.

Unless they're particular fans, those who already have Defektor can probably live without *Mindbender*. Nevertheless will be surprised to find an unusual, puzzling game

that has hours of play on offer. **WL**

Machine rating: 78%

HONEY SKY

Face ■ PC Engine £29.99

What this is a strange little game and no mistake, as you may be slowly sinking from its title. The main sprite is a custody officer's rocket. As for the story, it's enigmatic in this wave shoot-'em-up — translation is pointless for this weird game.

The rocket can be manoeuvred around the whole screen and its ward — the weapon it defends itself with — can be directed in any of the main compass directions using button fire. Waves appear over the vertically scrolling landscape and later the magic wand can be updated for heavier firepower.

Backgrounds lack detail, using garish colours, and are composed of endlessly repeating graphic cells. Though there are a few decent ones, sprites are almost as simple and dull as look at. Sound effects are mediocre and music is strangely tame.

The game itself is no better. Being able to alter the firing direction was a good idea but as you can only rotate the wand clockwise it's one that's lost down by its repetition. This is one of the rare shoot-'em-ups that has almost zero appeal, so it hardly needs to be said, don't buy. **WL**

Machine rating: 21%

Safari Guns

Infogrames ■ Amiga £19.99

Your task is to photograph animals and shoot poachers in your safari reserve. With scrolling similar to Operation Wolf, your targets move into picture from the sides, bottom and top of the screen.

Only snap a few pictures of each animal — exclusive shots are wanted, so you score more for the first time you do for the second. But make sure you snap the right

thing. (Taking pictures of poachers is no use.) Concentrate on shooting the helicopters, coach loads of big game hunters, ivory-bitten leopards and ivory traffickers.

The level ends when your film is used up. It is then re-loaded, and your score adjusted. If you've enough points, you move to the next region.

Safari Guns is a fun way to spend a wet afternoon, but it sadly lacks any game content and playability. Although, visually and sonically it's very good. **BC**

Machine rating: 70%



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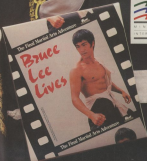
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CLOUD MASTER

Sega/MasterSystem ■ Sega CD/MS

Cloud Master is a game based on the TV programme, Monkey, like Rastan II, reviewed on the PC Engine in TCM21. The latter was a Super Monkey Run-style scrolling jump-and-bash game while Cloud Master is yet another horizontal shoot-'n'-up.

Freeless to say, you control Monkey himself, the orange-faced leader of some badly-dubbed adventures, and you're "blown" your camp title cloud. The cloud's stored around the sky above a scrolling landscape and various evil guys attack, but Monkey can fight back with Monkey magic. His power can be increased by collecting coins.

This is one of the greatest looking Sega games we've ever seen. Backgrounds are criminally few colours, level one just white, black and grey plus one or two bright colours on the crude ground features. Sprites are as badly designed, all children in appearance except, strangely, flying loads of steel (or is it breakable steel?). Scoring is okay but tediously slow. If you've some money to spend on a Sega game use it on Axis Hawk, High Tech World or Tarnes Ace.

Machine rating 20%

VARIS II — FANTASM SOLDIER

Laser Soft ■ PC Engine CD-ROM

Messes up Japanese speech, courtesy of CD-ROM, into this game which, judging from the graphics, is something to do with a girl's sister being killed by giant homicides, and the girl winning revenge.

The game itself is the usual console stuff: run along a series of horizontally scrolling



SWITCH-BLADE

Granada ■ Amiga C16.50

A magical sword, said to be 10,000 years, has mysteriously shattered. You must find the 16 pieces in a future world dominated by the evil Hsack and his evil minions. This violent task must be stopped, so when you have the sword you must stop Hsack with it.

You start the game with only your feet and test for protection, but weapons such as blades, scorpias, darts, spinblades, needles and traps can be found. To

the right of the status screen is the combat power meter, if using fists and feet, halving the life button down for a certain amount of time makes the move you make. If using a weapon, the power of the shot can be controlled using the same meter.

Switchblade rounded in, as to be a bit of a pony life for a game but after a few attempts we changed our tune. The heavy character again is a chunky little chap who wastes no time in flying into the enemy, other than-handed or with a range of very lethal weapons. Sound is also good with the choice of an atmospheric tune or thrash, bang crash sound effects. In short, Switchblade is an enjoyable bash-up romp.

Machine rating 70%



create an atmosphere is generated. The CD-ROM really shows off here, and in inter-act scenes.

In-game graphics aren't nearly as interesting, some backgrounds are dull and repetitive but they're generally quite good. The same goes for the sprites but animation couldn't be much smoother.

Varis II's simple action is enjoyable at first but lacks variety. In effect the game's basically an expensive way to show-off the capabilities of the Engine and its CD-ROM. But is that really a bad thing?

Machine rating 74%

CHICAGO 90

Infogrames ■ Atari ST C16.50

1990 Chicago is not much different from 1985's Chicago — it's filled with warring gangsters. You can choose whether to be a cop or robber. The rules are simple, if a cop you are given control over six yellow cars which must stop the bad guy from escaping. If the bad guy you obviously have to avoid capture. The game is presented from a bird's eye view with a row of seven cars down the left side of the screen (one for the gangster's car, six for the police). The top can flip between six six views whenever he wants. Two radar displays are present at the bottom of the screen. One is long range, showing about 10% of

the playing area and can be rotated around. The other shows what is coming at you from the other end of the street. Whenever those you are in, run or turn, other road users will get in your way.

Part of American cops shows well probably like Chicago 80. The amount of obstacles in your path certainly keep you on your toes, but if playing an officer of the law, one pair of eyes isn't enough to keep tabs on your units and watch where the felon is going. Good fun, but long-term playability may wane.

Machine rating 70%



OVER-HAULED MAN

MSX/Master ■ PC Engine CD-ROM

Another Japanese run-and-jump-along-for-donut-levels-kind. Nothing with a big sword game, it's little different from the

run in that the player can choose his/her identity. That's (male) or (female), or two players can decide the (male) (female) simultaneously. A trap room above a maze through the levels to be shown but unless you're fluent in Japanese the other options are useless.

We're back to normal for the remaining game elements: big end-of-level enemies and pot-holes to restore energy and give extra weapons.

Backgrounds scroll smoothly but are boring to look at, some drawn just in shades of grey, and though bright and cartoon-like, scenes are uninspiring; generally, it looks like a Nintendo game. The class, samurai

Japanese speech is the sonic highlight, despite being infrequent. Ethnic sounds like jet-powered soap opera theme.

Thanks to rolling extremely wrong with Overboard! Man, it's just that this sort of thing has been done to death in consoles. There's certainly some fun to be had with this, particularly when playing with a friend, but don't go out of your way to get hold of it.

WL

Machine rating 42%

JAPAN WARRIOR

Hudson Soft ■ PC Engine CD-ROM

The game's very much in the Space Harrier mould, our hero running into the screen over brightly-coloured scenery landscapes. However, he can't fly, jumping high into the air instead, to find (generally) back down the descent (no doubt slowed by thermal currents catching his flares). And instead of a laser cannon tucked under his arm, he has a big flame sword, its power dependent on how long the fire button is held down (see 4-Type).

The nicest part of the graphics is the smooth and realistic shifting of the horizon and ground as the warrior changes attitude. Conversely, perspective is decidedly off; the ropes making a little jumpy and plain sprites (excepting cut-throat horizons). Animation is simple and adds a sensation of watching Japanese films.

Japan Warrior is a very ordinary game, particularly for the Engine. In Space Harrier mode, it's ignored, especially when being in mind that some off-road modes are great, unlike like designs that change colour as they weaken.

WL

Machine rating 50%

TENNIS ACE

Sega/Marbletron ■ Sega CD-ROM

One or two players choose their character by assessing their technique, power and speed. A tournament is chosen from around the world before the match commences.

On the court, a side view of the serving player is given, a well-timed button press hitting the ball over the net. The game then switches to a bird's eye view, the entire court fitting across the screen's width. Gameplay's the same as the real thing — cut up to the ball and hit the ball.

A distant player hits a tennis ball out of the screen and into the title for a nice game intro. The character portraits are pleasant but the map of the world is grilly in-game graphics are very pleasing to the eye, the serving sprite big and well designed, court fairly green and sprites small yet neat and representative.

Although it's very simple to play, Tennis Ace is also great fun. There's no sophistication but it has the general feel of tennis and

is satisfying when you win. It can quite easily become boring competing against the computer players but a two player extends the fun of the game. Sega-loving tennis fans won't have any worries with this purchase.

WL

Machine update 70%

FINAL LAP TWIN

Namco Hudson ■ PC Engine CD-ROM

This is one to really try your Engine test. The screen is split horizontally to give independent behind-the-car views for both drivers. There are eight different Formula One cars to choose from, as well as several racing tracks.

Although the cars are small, road-rendered in smooth, snail and realistic. Roadside features are a touch jumpy, but no more than usual, and the pleasant horizon graphics shift smoothly.

The sound portion of the game is a quest. A cute little sprite is guided round a miniature town which is rather bland.



Occasionally you're challenged to race your remote control buggy against others. These buggy races are presented like the Formula One section. Winning a race enables parts of the buggy to be updated. But the graphics are a bit down — a simply road fails to give a real sense of speed.

Music throughout the package is a mixture of funk, funk, funk and jolly pieces but spot effects are basic.

As a one-player game this has a lot to offer. The Formula One part for exciting, cut-throat speed trials and the Quest for racing with added trading, strategy and maze elements. All the same, most fun is to be had with a second player, going one-on-one in a race to the death.

WL

Machine rating 70%

SNOOPY — The Cool Computer Game

The Edge Asset 37 CD-ROM

Not content with tampering Jim Davis's cynic beliefs into the computer screen, The Edge have signed up the Peanuts gang, and most especially Snoopy. It is he who must solve the riddle of the disappearing blanket. The piece of bedding in question belongs to Linus, and Snoopy will know that he won't go anywhere without it.

As Snoopy strolls around picking up objects and solving clues, the other members of the Peanuts clan occasionally show up in view. Charlie Brown, Lucy and Peppermint Patty (among others) have a small part to play in the game because certain of the objects that Snoopy finds belong to them. You can be absolutely

sure that everything Snoopy finds has a use, even the score board (Snoopy will tell you your score, via a thought bubble) and watch (you only have 45 minutes real time) have a purpose.

The Edge tell us that they have taken the blanket in at least two different places, so solve one riddle and another remains. Snoopy - The Cool Computer Game is presented in the same style as Garfield's Big Fat Cat. The characters are large and well drawn, at least we recognised all the members of the Peanuts cartoon strip. Anyone with a soft spot for Snoopy should take a look.

WL

Machine rating 70%



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OUR MAN IN

After IBM exclusively revealed ALL the details about the new PC Engine from NEC last month, *Electronic Games* returns this month with some news about a revolutionary new add-on.

Date: November 30, 1989. Place: down to your nearest Japanese toy shop, hand the person behind the counter 55,800 yen (approximately \$180), and ask for a PC Engine Super Grafx. The lady behind the counter will give you a big toothy Japanese smile and in return hand you the latest innovation in Far Eastern technology — complete with stunning 8-bit technology. Alternatively, save your money and buy a 16-bit Nintendo when it comes out next year.

Cynicism aside, the new machine is out NOW (unlike the Super Famicom) and it looks OK. Although I do prefer the Sega Mega Drive aesthetically, and the software houses aren't about to leap to its support immediately. Out of 20 compa-

nytries, six versions of the Engine. 11 companies are thinking about it, while another 11 have no plans for the new machine. 20 of the 29 think the machine is just too damn expensive — they obviously haven't seen the price of your grey imported. Although, \$180 for a machine that seems to only marginally improve upon the \$160 machine is quite an asking price considering the market is mostly made up of children — the people with the really large disposable incomes normally dispose of their money elsewhere, like Columbia Pictures or The Rockefeller Centre.

But the machine does seem to have improved over the original by quite a bit, even if the CPU is the same, as I suggest-



nies asked, only two have definitely got contracts to write games for the new machine — and they're Hudson and NEC.

At last month the machine isn't entirely reliant upon the CPU. Just look at the *Aveng*, its strengths lie in the custom chips

that handle specific tasks — graphics, sound, etc.

So how will the contracted companies exploit the new machine's capabilities? Well, NEC *Aveng* are releasing two arcade conversions and Hudson are releasing an adaptation of a cartoon, and a combat flight simulator.

The NEC *Aveng* conversions are of two of the most popular games of the year: *Strider* and *Ghost 'n' Ghosts*. *Strider* is the bigger. Right megabyte, big. This is the power of the new machine: memory. It's been doubled (see last month's article for all the specifications). Quite handy, it looks every bit (or bytes) as good as its 16-bit Mega Drive counterpart. If you find the arcade version, get it (currently only out on the Super Grafx and Mega Drive, though).

Hudson's two are the cartoon adaptation, which looks very dull, and *Battle Ace*, a combat flight sim over land and sea, shooting all sorts of enemy aircraft and ground targets.

Personally, all these driving/shooting games are a bit unexciting when played with a joystickpad. It seems that NEC have had similar ideas too. And that's where the latest piece of Japanese technology comes in. It's the aptly named *Power Console* — as featured in my column's last month.

The *Power Console* is what the *Konix Multi System* is supposed to be, minus the hydraulic chair. It costs £240, only works with the PC Engine Super Grafx and should revolutionise the way we play games (better the Konix ever does).

The *Power Console* is a large peripheral. It fits over the Super Grafx which inserts the add Engine. Still, it needs to be. The functions it contains are incredible: yoke; joystick; four fire buttons plus two on the pad controls; calculator; stick; a replay feature to re-run games up to last point reached; jog dial; functioning speedometer which can double as a light panel; throttle lever; built-in multiple joysticks.

JAPAN



adapter) which links up four more controller pads, two sub-off buttons, select, run and power buttons, and a little case which can store ten games.

Impressive. No other word quite describes it, or the price. But you pay for what you get, and quite frankly, you get everything you need. It could make you up in the morning with its button-press to the tune of 8-Type. A quick test — and breakfast — and off to work.

You keep dying on level three of R-Type. Why bother doing levels one and two again, just let the computer replay your movements up to them and take over again at level three.

Moving trouble working out how long it's going to take to pay back the shop with the 'easy-to-pay' monthly instalments. Simple, work it out on your calculator.

Or perhaps you're in the middle of defeating the Bydo Empire. You know you have to leave the house soon but you can't be bothered to look at the

clock behind you. No problem. Lower your eyes, no head movement necessary, and there will be the time. Gaming in general has been made easier with this new machine, and obviously more fun. You need never see those funny controllers again.

But £249, £499 total with the Super Console, is quite simply a heck of a bit of anyone's cash — especially when you're not sure whether other software companies are going to support this quite brilliant machine and add-on. Problems, problems. Not for you kids — it probably won't reach the UK by age 18. However, each night, Japan's radio's brain over such dilemmas. What a terrible, terrible life.

For the very few of you that have PC Engine CD-ROMs, you may be interested to know that with the advent of the Super Console, NEC will be releasing a link between the Console and the Engine CD-ROM which allows faster access time (something Altered Beast seriously needs).

After all that, everything else

will seem quite dull. However, still on the engine front, Chase HQ will be out in January and Scatterhouse and New Zealand Story in February.

Talk radio

Karaoke, is a Japanese businessman's pastime. It involves singing along with lyrics and pictures displayed on a TV screen from video. Hearing Japanese businessmen sing it's a Long Way to Toponymy is embarrassing to say the least. But think, without this, Japanese businessmen wouldn't be able to take the stress and kill themselves in masses (just like the Japanese students). Japan's success would plummet and you wouldn't get the games and machines that you do from Japan. So, to ease tension and stress at home, NEC-Auscom have released RCM PCGM Karaoke. You choose songs from different regions, get pictures on the TV screen, and hear yourself sing out of either the TV or the new CD-ROM adapter system (approximately £100 including speakers). Then you collapse on the floor (or toilet), dead tired, dead embarrassed in front of the wife and kids, and

amazingly addictive gameplay.

There are other games, but most look like fairly dull, shoot-'em-ups — Japan is seriously lacking in original concepts.

A quick look at other minimal machines shows that Batman is coming out on every format known to Japan — Nintendo Famicom, Mega Mega Drive, PC Engine and even the title of Game Boy. Also out on the Nintendo is Crusade 3 and Protectors.

The Mega Drive has an RFG called Sonarman, Mahjong Goe (what?) and Ghostbusters 3.

The Game Boy is trying to be taken seriously with the RFG, Defender and also Baseball Kicks. As you can tell, the Engine is probably the MAIN thing for now. So, until Butterflies start flying backwards and Mrs Thatcher gives up as last, is the PC Engine is where we'll be focusing. Obviously, if something important happens elsewhere (like the 16-bit Nintendo, and the British release of the Mega Drive), you'll know about it through the pages of TGM.

And once again, this brief affair must end. As Lady Maitland said when she saw the end of Xenon 2, 'Ola, damned spot!', I must leave you. The first person to find a connection between Shakespeare, spots,



dead happy.

Coming fairly soon is Alien Crush 2, the sequel to (at least for R) Alien Crush. Basically the same Alien inspired graphics with alien-like sound effects and

the Bitmap Brothers and TGM with a subtle talent and a hint of taste. No wonder that thought as I did you adieu, or as we say, reporters.

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Strong Silent Giants

Away from the control complexities of leisure software production — North America, Western Europe and Japan — there are a number of computer whizzes, although isolated from the rest of the gaming fraternity, still hard at the presses to command our attention. Australia's strategy mergers, SSG, are one such company — and still cannot boast sales in \$1-million-plus. But they speak to the main issue under...

The large distance from SSG's headquarters to the European and American markets have not hampered their progress, which is a tribute to their determination to succeed. I talked to one of SSG's founders, Ian Thout, and asked him how it all started.

SSG began as a partnership in 1980 between Roger Napier and myself, with MPT3 (Puzzle for the Atari) as the first game. 16-bit versions of the four-player interstellar conquest game are currently under development. And based on the same basic theme is SSG's latest game, *God of the Americas* (pictured), which has you at the head of a country during the 15th Century, off to explore, colonise, exploit and defend the new world of the Americas.

But what of the old faithful *Battlefront* system which has been the basis of so many SSG releases? Are there any further developments in the pipeline?

'Yes, in our new *Russian Battles* — due out by Christmas — the system is expanded so that the basic units can be regiments or divisions rather than battalions. The modules up to handle the scale of Russian Front armoured warfare, which is what the game is all about. *Battlefront* has certainly proved to be a very open and modular system. Was it always deemed to be so easy?

'Indeed, if a design is not flexible it can't handle the multitude of scenarios that can arise in a *Battlefront*. This flexibility made it easier to adapt.'

There's news that SSG are to release a Napoleonic merger, will that use the *Battlefront* system? The Napoleonic game will share a few of the characteristics of our Civil War system. Given the radically different combat and control systems involved in Napoleonic warfare, it will have very little to do with *Battlefront*.

Certainly. Campaigns of Napoleon seems like a game to look forward to. Featuring so con-



vinces, Marston, Australia, Frederick, Magellan, Laplace and Waterloo. Napoleonic includes a start-up tutorial and a strategic planning phase for each battle. Using brigade-sized units, the game includes specialised rules for the squares, line, column and cavalry formations. As with other SSG products you will be able to customise the game with Napoleon and Magellan.

So what's next after *Battlefront*? Firstly, a new *Isophrasy* game covering the entire Western Front starting with D-Day (coming next year the Twilight 2000 roleplaying system, plus further conversions of existing 16-bit titles to IBM and Amiga.

Oh, the subject of 16-bit machines. Will SSG be producing any 16-bit only products?

'We will not be producing 16-bit only games as such, but we will be doing most of our new designs for 16-bit machines first, and those designs will utilise the fullest capacities of those machines.' Saying that, what machines and languages are used for developing at present? Ian continues: '16-bit programs are developed on an Apple II in 6550 code. 16-bit programs are usually done first on an MS-DOS 80386 machine using Microsoft's C.V.L.I.'

New grids are getting a lot of use. Have thought of changing that format? Ian grids are by far the best system for regulating complicated movement. Some games, like *God of the Americas*, will use area movement rather than a new grid.

One thing that has struck many wargame enthusiasts is the quality of SSG's packaging and the included background information. What research do SSG do for each game?

'The research is done first from

general sources at the period, then from specific sources, such as official records and unit histories. In SSG's library and our own private collections we have hundreds of military history books.'

SSG certainly appear to be extremely busy. Are all of games produced in-house or do they use freelancers? What original work is done in-house, and most of that by Roger Napier. Ian King was an outside job, and we are always happy to look at outside programs.'

So what news releases can we look forward to?

'Panzer Battles on the PC and Civ, which involves annotated warfare on the Russian Front. *God of the Americas* for the PC and Amiga and *Pine King* for the PC, at Ian's Christmas. They will be followed by a Russian Front game early in 1990.'

Before I thanked Ian Thout for sparing TQM some of his precious time, I had to ask him about fellow Australian company, Panther Games (recent TQM Golden Seed winners for *Pine King*). There are not too many software companies in Australia, even less who are in strategy games. Is there any involvement between the two? 'We don't do any work with Panther games, but we have a loose strategic alliance. As we are the only two of our kind in Australia, we help each other out whenever we can.'

There is no denying the quality of SSG's products, however, it is their engineering attitude to the customer which I admire.

Producing an in-house quarterly journal, plus a (bundled with every game), and introducing such scenarios to games which would be discarded by others, producing commentaries, actually enhances the small life of 16-bit products. Products which to the buyer become a part of history...



Amiga (also ST, PC) £24.95

MURDERS IN VENICE

Cobrasoft

Murders in Venice grabs your attention immediately you open the box. The packaging is larding with clues (cards, camera film, etc) and the game's good graphics only reinforce the high visual reputation of French software.

The plot surrounds a terrorist bomb which is timed to go off at high noon. You have five hours to find the bomb and arrest the criminals. All investigation is done via clicking on areas of the buildings of Venice. This action may bring up a digitised photo of a person at that location (plus a location graphic). Interaction is via speech bubble menus. The more info you gain about that person the more questions you can ask, so it is sensible to revisit characters.

You have the facilities to record photographs, quotes, etc via a camera and an copypaste. Incidentally, the game includes a basic (past (present plus object (edge, classes, etc) which are all digitised. Finally, there is a handy disappearing police routine in the police station as you will have to do this for real at the end of the game.

Even though the presentation is superb, the game system could have been improved. Clicking on the building graphics in the hope of taking the right spot to find a suspect to question is achieved by pure luck — why do the French completely oppose this device? It removes any illusion of skill. In addition, after a while, many of the features, like the location graphic windows, become very repetitive.

Out, Murders in Venice. Certainly has

A	Presentation	95%
	Interaction	77%
	Atmosphere	74%
	System	67%
Overall		75%



many good points, although, more thought on implementation and design would have been appreciated.

PC (also Amiga, ST) £35.00 (import)

UNIVERSE 3

Omnitrend

So what happened to the other Universes? Well, from what I've heard, you've not missed much. Universe 3 is a different matter, however. You live in the Lagoon Group, a colony which has been isolated from Earth for 350 years. You commenced a step to re-establish diplomatic relations with Earth. The only problem is that there's a sinister alien.

Universe 3 adopts a similar design and interface to Omnitrend's Paladin and Breakthru games. Control is via the keyboard or WIMP interface. Icons are available for movement and dropping objects. Examining objects can be done by moving up to them.

Mirror

I hesitate to mention Mirrorsoft's first release this month because, according to the punt, as an alien is receiving a PPG from the Bishop Brothers... and may the Lord make us truly thankful. Yes, Cadaver has you as a medieval knight on the trail of a mass murderer. Close to within a strange castle where a former search party met its grisly end. True to form, though, Cadaver will incorporate some arcade action complete with overhead and 3-D isometric viewpoints. A Times of Love baster perfume?

It's good to see a sequel to The Legend of the Bard on the way. Called The Final Battle, the follow-up sees Scur escape from his prison, re-take the sword (what a waste of time the first game was, then) and impersonate your comrades.

Proton's latest is set in the North Atlantic during World War II. Neptune includes a number of scenarios (submarine battles for example) and allows you to customise your

The ADVENTURE STRATEGY ROLEPLAY Column



Amiga (also PC) £24.99

KEEP THE THIEF

Electronic Arts

noisy into the Bard's Tale slot but has several improvements over RPGs of similar ilk.

Along with the sensible 'sleep' factor indicating how weary you are, you have a variety of other abilities including combat. Combat is far more realistic and true to perspective in *Keep* than any other RPG is in its class. In this respect it even exceeds EA's *Curse of the Azure Bonds*, which has to shift to an external viewpoint. In *Keep* you have a narrow, first person perspective, line of sight and can turn to face your foe if they attack from behind. In another part of the screen is an overhead map showing the overall tactical position. You can advance and strike an opponent, after which the club, or whatever, is seen to strike your opponent's face.

Relevant stats are available showing the progress of the fight. Again, this stays true to the perspective while allowing tactical combat — far better than the fictional combat of *Dungeons Master*, *Bard's Tale*, et al.

Finding spellbooks is essential, as each contains individual spells for specific uses. Interaction is achieved by clicking on characters in the graphics window and selecting

in this humorous RPG penned by The Naughty Dog team, you play *Keep* whose ultimate aim is to become God-King. RPGs tend to sublimely themselves into a variety of genres, combining Ultima-class, first person Bard's Tale class, etc. *Keep* fits

and selecting. Examine from the verb menu between other commands such as Walk, Break, etc. are listed. There are occasions when you can zoom into an object or per-



son, which allows you to manipulate objects on a larger scale. However, most of the action is via a location, Ultima-type view. Stats inform you of your character's well-being.

Universe 3 is simple to set up, but can be a little tricky to use. I had trouble using the Zoom command from the keyboard, although accessing it via the mouse was no problem. The plot is a strong point of the game but the speed isn't. Even though there are methods to quicken movement, things grind to a halt after many characters are introduced at once. That said, however, Universe 3 is still a pleasant journey through the realms. Apparently, Electronic are planning to import the game, but if you can't



questions from a menu system. You can haggle when you buy items or you can steal them (you see it that after all).

Keep nearly didn't receive a Golden Medal due to its high initial difficulty factor. However, *Keep* is not the only game (many of the classics are notoriously difficult, initially) to suffer from this so I did not ponder it — be careful to solve frequently, though. There can be no doubt that, in its first person perspective class, *Keep* is top (nearly) dog.

R	Presentation	90%
	Artistic	85%
	Engagement	95%
	Atmosphere	90%
	System	70%
	Overall	85%

wait...
CONTACT: Computer Adventure World, Bank Buildings, 18 Charing Cross, Southampton SO1 6UL. Tel: (023) 6667032.

R	Presentation	85%
	Artistic	88%
	Engagement	90%
	Atmosphere	85%
	Instruction	75%
	Overall	70%

images

own missions. Some great VGA graphics are also presented.

Larry Bond, co-author of *Red Storm Rising* (the novel and game), is back with a new product. Harpoon contains Larry's new naval warfare environment, within which you are a commander for either NATO or Warsaw Pact. TOS are importing Harpoon in this country through their Interlock connections — all are available on ST, Amiga and PC.

Good news for stumped adventurers. Official Secrets are releasing solution books to all of the Magnetic Scrolls adventures, priced at £2.50 each. They appear to be good value for money as they also include three-free questions and answers, maps and a coding system so that you don't accidentally lose the full solution. More information from Official Secrets, PO Box 847, Harlow CM20 9PH.

On the other side of the Atlantic, I hear

news of *Police Battle* from UK-based magazine specialists, Action Hit. There are seven cases to solve as you plot the streets of Queensport, including such districts as Lincoln's Room and The Gate of the Perseus. *Police Battle* is PC only and includes a map of Queensport, a rulebook and rule book.

Fans of *Concinnus's Breach* (distributed by Atomic in the UK) will be glad to know that *Breach* is on the way. The game includes much-needed enhancements, such as diagonal fire and movement, suppression fire and line of sight.

Numbers abound that *Dynasty* (also produced Adams Datta Tark) are working on an 'action' adventure currently called *Agent*. Apparently *Agent* includes five different types of spy simulations.

PC gamers should look out for Infocom's *Shogun*, which is well worth purchasing. The first round is a little slow but the overall game

is still excellent. Another PC conversion is *Black Dragon's Fairy Tale* (publisher that one?), hailed as a breakthrough in RPG gaming when it appeared on the Amiga ages ago. The PC version is also well produced. VGA graphics are good with mediocre sound. Although a bit old, it's still well worth playing.

Amiga gamers should look out for *Sam's Secret Quest* and *Luxator's Magic Mansion* and *Indiana Jones Adventure*. Each one is highly recommended offering similar graphics to the ST but much improved sound (and far fewer bits twiggles!).

Finally, did you know that the chap who is working on the graphics for *Luxator's Mansion* is none other than Mark Farrer? The same fantasy artist who produced artwork for *Chaosium's* table-top *Ultima* (RPG series).

Join me next issue for another thrilling installment on the column. You'll be okay as long as you don't run down.
Paul Rogers, TGS, PO Box 18, Ludlow, Shropshire SY8 1DB.

CG4 (also Amiga, ST) £19.95

KAYDEN GARTH

EAS

Kayden Garth, the prison planet, has undergone a rebellion. All contact has been severed and it is believed prisoners are running too. At the head of a four-man team, you are dispatched to the planet in the hope of quashing the rebellion and bringing the leaders to justice.



You move your team, a single icon, over the landscape to enter towns, buildings and monster-infested dungeons. The range of characters available is good as are their range of skills. However, the fun stops there as the rest of the game is played. Combat is far too simplistic, with the opponents' attack and defences, causing instant incapacitation. In addition, combat at the dungeons brings up a simplistic combat screen with a backdrop of trees, fields and blue sky — in a dungeon! However, the worst point of the game is its terrible bugs. Wandering into a hospital I attempted to heal already healthy characters. Instead of offering an error message along the lines of 'your character does not need attention' I was charged for the treatment. I immediately tried again and was subsequently charged again! Take my advice — avoid it.

R	Presentation	33%
	Attributes	78%
	Engagement	41%
	Atmosphere	50%
	Speech	18%
	Overall	37%

ST (also Amiga) £24.95

SUPERLEAGUE SOCCER

Impressions

My initial impression (in put intended) at Superleague Soccer (SS) was that it may become the king of football strategy games. The depth is there. The usual managerial features are augmented by novel features such as player ratings for control, heading ability, morale, tackling and so on.

However, I always look forward to seeing

CG4 (also PC, Amiga, ST) £29.95

WINDWALKER

Origin

When *Windwalker* was released in 1988 I received a mixed reception in this country, so I asked Richard Garriot (aka Lord British, Origin's Vice-President, what improvements the sequel would have. He promised 'improved graphics' and, as well as good interaction, 'each one of the 50-60 people will be highly developed'. He's right, too. The one aspect of *Windwalker* that most impressed me was the overall design. You really feel that the author has taken time to research his project to the full. Displaying over 150 different scenes and settings, you experience a real period atmosphere. For example, if you tell your Horrut detestable villagers will ignore you. Your other attributes are spent (your intellect, body health and vigour) and Karma (how often you can be released from death).

You begin as a lonely fisherman. Your task is to restore the Emperor to his throne by wandering the many islands of Khurton and defeating the evil Zhening and Shen-Jang, the Alchemist. The overhead view shows your character via a picture icon which changes expression depending on your situation. Interaction is via raised menus.

Gifted professions have a bearing upon information given. Merchants will be



R	Presentation	90%
	Attributes	78%
	Engagement	62%
	Atmosphere	92%
	Speech	54%
	Overall	82%

able to tell you more of events ahead than villagers. Players and spells add to your armoury but your main weapon is your fighting skills. This arcade adventure is much improved over the original game as the waves include more battles (making animation smoother) whilst the realistic, and graceful, martial movements are varied. Many RPG players may not relish this area of the game but you should give it a chance. I enjoyed *Windwalker* and look forward to the 16-bit conversion.

Amiga (also PC, ST) £24.95

DAY OF THE PHAROAH

Rainbow Arts

It is your job, in *Day of the Pharaoh*, to rise through the ranks from a poor peasant to the exalted position of Pharaoh. To do this you must build, marry into important families, fend off the natives, give sacrifices to the gods, settle in gambling and so on.

As you gain wealth, your social status will increase, thus bringing the sought after power needed to take you to the top. There are a number of playable sub-games, of which all require to be mastered if you are to be exalted by your people. However, I found that these sub-games spoiled the whole game. For a game of strategy they lacked any skill. The arrow firing, from a moving chariot, took several and is too simplified the rock-avoidance, in your feet, is



my team in action during the play sequence or, failing that, moving some sort of lead tank. SS has the unique feature of being able to control each player during the sequence — a sort of ultra-basic Kick Off. However, the implementation for this area is very poor. Control and player manipulation is slow and tedious. Once you have manoeuvred a player into a certain position, the ball has already passed him. Subsequently, the only playable way of using the play sequence is to get for an instant stall where no action is seen. Without the feedback the game becomes rather tedious.

S	Presentation	70%
	AI	30%
	Atmosphere	22%
	Overall	41%



Version Update PC £24.95

NEURO-MANCER

Interplay/Electronic Arts

William Gibson, father of cyberpunk, is never as much as touched a PC when it comes to Neuro-Mancer. "I wrote it on an ancient Hewlett-Packard laptop," he says, surprised he too, but nevertheless, Neuro-Mancer, the book, was an acclaimed work, as was the original C64 computer game. It is no surprise, then, that the PC reaches similar heights. Coming on two 5.25-inch disks, PC Neuro-Mancer gives us the first opportunity to see 16-bit graphics played on top of the excellent gameplay which was already present in the C64 version. Offering non-linear solutions and skill development, while staying faithful to the novel, Neuro-Mancer is a must-buy. Take a easy lesson: "These days I use a beat-up Apple IIe and the word processing and of AppleWorks. I do have a modem but I don't really use it for anything. People expect me to write on something made black with all the color numbers incorporated."

Machine update 90%

unbelievably easy. Good idea, Rainbow Arts, but a disappointing implementation.



Amiga (also ST, PC) £24.95

SWORDS OF TWILIGHT

Free Fall

Associates/Electronic Arts

Your quest, in Free Fall's latest RPG, is to recover the secrets of Sharnblat. The game can be played by up to three players. If you play solo, you only control one character while the other two are computer-controlled. Character choice has no real feeling of involvement as a preset database of characters are waiting to be chosen.

Twilight offers some genuinely innovative aspects: firebars (barges or walking fire ships) or damage sustained during combat will slow down characters. More has an interesting effect on conversation, too. If you speak into towards a stranger you may not realize into that would have been given to you if you had been friendly. I was

Amiga (also PC, ST) £24.95

MYSTERY OF THE MUMMY

Rainbow Arts

You are on the trail of a stolen mummy. But others are after the mummy and then there's the crime to solve and...

Mystery of the Mummy is an icon-controlled text/graphic adventure with minimal keyboard input. Displaying atmospheric character graphics, the clue of the game involves diving around town, collecting clues, objects and generally gaining as much information from everyone and everything as is possible. In addition there are two sequences which provide a fresh look to the adventure. One is a diving sequence to find exhibits, the other involves interpreting evidence in a laboratory. You must not forget to eat, sleep and top-up the petrol for the car. This sort of needless "realism" injected into adventures only serves to slow the game and hinder your enjoyment as it serves no constructive purpose. In addition, too many locations are useless areas.

The typed icon commands make you feel that you have little or no freedom to

impressed with all of these factors. However, a number of irritating points spoiled a possibly excellent game. The presentation could have been improved. Different worlds appeared to be rather monotonous. Controlling your characters can be frustrating. These, supposedly intelligent, characters can easily be led into a con-



bat where they just bang their heads uncontrollably into a brick wall. Also, when you enter a room you are constantly challenged every time you re-enter. As if they have never seen you before.

Finally, although spellcasting has been handled well, combat is too simplistic. Merely moving into opponents and pressing fire shows a lack of thought. Swords of Twilight has many interesting features, however, the designers appear to have concentrated only on certain areas and to the detriment of the rest of the game.



maneuver. Puzzles seem to hinge on memorizing the right name, at the right time, to the right place. A good example of the restricted design is the library sequence, where I wanted to read one of a list of books. Rather than picking up book one, reading it, dropping it and picking up book two, I had to read book one, exit the library, re-enter the library, read book two, exit Frustrating being!

Mystery of the Mummy mixes interesting presentation ideas and fairly good interaction with, sadly, design faults that give the adventure an empty, unstimulating atmosphere.



Version Update

Amiga £19.99

LASER SQUAD

Blade Software

Having been warmly welcomed on the 16-bit machines, I have been eager to see whether Laser Squad could make a successful transition to 16-bit. Although initially similar to Centipede's Beach, it's soon apparent that Laser Squad blows Beach clean out of the water. It is far superior in every way. Examples are: movement and action in eight directions; the variety of fire, delayed explosions, close combat, etc. Squad has been well developed offering an excellent sound-track and spot-effects.

Graphics have also been improved. As well as the clever spot animation, other details, such as the interference on the scanner when it is first switched on, are much appreciated. There can be no doubt that Laser Squad is the best tactical strategy game on the Amiga at the moment. It is a strong candidate for the best strategy game of any sort on the Amiga! I am sure it will achieve similar high levels on the ST too.

Machine update 80%





the machine

STAR
PLAYER

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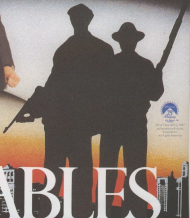
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AFTERBURNER the game is an adaptation of the arcade game. This game has been manufactured under license from Sega Enterprises Ltd, Japan.

LAST NINJA 2



Deadly beaten, but not destroyed, the evil Dragon Ninjas used all his magic powers to transport himself through time and created a new empire of tyranny in modern day Manhattan. In fear of his deadly growing powers, the arcade gods used all their wisdom to bring you, the Last Ninja, across the stages of time and confront your arch-enemy once more. His arrival in this engineering and scientific modern world bringing nothing with you save your intelligence, skill and cunning and a burning desire for vengeance. Will this be the final battle? Can you vanquish Ninjabot once and for all?

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